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ISSUE #100!

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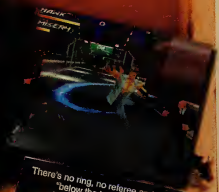
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FIGHTING FORCE

www.fightingforce.com

Contents

TOPICS PAGE 014

TOP STORIES	PAGE 014
OPTIONS	PAGE 016
WIRETAP	PAGE 017
NEWSFEED	PAGE 015
BITS & BYTES	PAGE 017

PREVIEWS PAGE 031

BATMAN & ROBIN	PAGE 036
BLASTO!	PAGE 056
CART WORLD SERIES	PAGE 045
COLLIOERZ	PAGE 058
COLONY WARS	PAGE 050
CROC	PAGE 041
DEATHTRAP DUNGEON	PAGE 057
D & D COLLECTION	PAGE 042
F1 '97	PAGE 048
G-POLICE	PAGE 061
HEXEN 2	PAGE 059
JERSEY DEVIL	PAGE 040
MARVEL SUPER HEROES	PAGE 054
MULTIRACING CHAMPIONSHIP	PAGE 052
OUT OF THE VOID	PAGE 060
OVERBOARD	PAGE 043
PANDEMONIUM 2	PAGE 044
PITFALL 3D	PAGE 054
PORSCHE CHALLENGE	PAGE 048
RASCAL	PAGE 037
REBOOT	PAGE 044
RESIDENT EVIL	PAGE 043
STAR WARS FIGHTING	PAGE 060
STREET FIGHTER COLLECTION	PAGE 032
TEST DRIVE 4	PAGE 042
TIME CRISIS	PAGE 055
TOMB RAIDER 2	PAGE 046
TOP GEAR RALLY	PAGE 053
WORLD CHAMPIONSHIP RACING	PAGE 058
ZELDA 64	PAGE 033

REVIEWS PAGE 063

ACE COMBAT 2	PAGE 065
CARMAGEDDON	PAGE 069
LETHAL ENFORCERS I & II	PAGE 072
MACHINE HUNTER	PAGE 064
POY POY	PAGE 070
RAYSTORM	PAGE 073
SEGA AGES	PAGE 067
SHINING THE HOLY ARK	PAGE 066
STAR TREK TNG	PAGE 072
SWAGMAN	PAGE 072
XEVIOUS 3D/G	PAGE 068

FEATURING:

STAR WARS



060

Fight with the force.
Star Wars *brawls on page 98!*

CRASH 2



026

We've got the third installment on Crash's return on page 26.



COVER STORY

Everyone's favorite undead, flesh-eating, extremely shotgun-able zombies are back and this time, there's a hell of a lot more of 'em! The screaming starts on page 22!

022

SPECIAL 100TH ISSUE CRAP!

We take a look back and make fun of everyone on page 98!



DIRECTORY

ACE COMBAT 2	PAGE 065
BATMAN & ROBIN	PAGE 036
BLASTO!	PAGE 056
CARMAGEDDON	PAGE 069
CART WORLD SERIES	PAGE 045
COLLIDERZ	PAGE 058
COLONY WARS	PAGE 050
CROC	PAGE 041
DEATHTRAP DUNGEON	PAGE 057
D & D COLLECTION	PAGE 042
F1 '97	PAGE 048
G-POLICE	PAGE 061
HEXEN 2	PAGE 059
JERSEY DEVIL	PAGE 040
LETHAL ENFORCERS I & II	PAGE 072
MACHINE HUNTER	PAGE 064
MARVEL SUPER HEROES	PAGE 054
MULTIRACING CHAMPIONSHIP	PAGE 052
OUT OF THE VOID	PAGE 060
OVERBOARD	PAGE 043
PANDEMONIUM 2	PAGE 044
PITFALL 3D	PAGE 054
PORSCHE CHALLENGE	PAGE 048
POY POY	PAGE 070
RASCAL	PAGE 037
RAYSTORM	PAGE 073
REBOOT	PAGE 044
RESIDENT EVIL	PAGE 043
SEGA AGES	PAGE 067
SHINING THE HOLY ARK	PAGE 066
STAR TREK TNG	PAGE 072
STAR WARS FIGHTING GAME	PAGE 060
STREET FIGHTER COLLECTION	PAGE 038
SWAGMAN	PAGE 072
TEST DRIVE 4	PAGE 042
TIME CRISIS	PAGE 055
TOMB RAIDER 2	PAGE 046
TOP GEAR RALLY	PAGE 053
WORLD CHAMPIONSHIP RACING	PAGE 058
XEVIOUS 3D/G	PAGE 068
ZELDA 64	PAGE 033

SPORTS PAGE 078

MLB '98	PAGE 078
NFL GAMEDAY '98	PAGE 079
NHL FACEOFF '98	PAGE 080
NHL POWERPLAY '98	PAGE 082
WSB '98	PAGE 081

PLUS:

NETWORK	PAGE 100
NEXT MONTH	PAGE 097
RELEASE LIST	PAGE 018

ALL ACCESS PAGE 083

BLAST CORPS	PAGE 086
BRAHMA FORCE	PAGE 088
CRUISIN' USA	PAGE 086
DIE HARD ARCADE	PAGE 096
DIE HARD TRILOGY	PAGE 097
FIGHTER'S MEGAMIX	PAGE 088
HARDCORE 4X4	PAGE 083
HEXEN	PAGE 088
IMPACT RACING	PAGE 086
MACHINE HEAD	PAGE 097
NBA SHOOTOUT '97	PAGE 090
NEED FOR SPEED	PAGE 084
SPIDER	PAGE 083
STAR GLADIATOR	PAGE 090
TIGERSHARK	PAGE 086
WAR GODS	PAGE 088
WCW VS. THE WORLD	PAGE 094
WILDARMS	PULLOUT

G-POLICE



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Issue 100 (WOOHOO!)

August '97

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ISSUE 100

Loading



EDITOR FRANK O'CONNOR

Wow, it's our hundredth issue and we're not even beginning to show our age. 100 issues is a heck of a lot of magazines. To prove the point, we put 'em all in a box and dropped it on Mike to see what effect it would have. None! Although Mike's head was completely flattened in the incident, he didn't even squeak. He simply carried on working, albeit three feet shorter than before. With his flat head and his short stature, he now makes a perfect coffee table. We have him stood in front of the game playing area, the perfect place to rest your feet, or perhaps a moist Danish. That said, our game playing area is missing a valuable piece of hardware, the elusive M2. Matsushita (at time of going to press) is being almost willfully ignorant about the whole thing. Grrrr.

>>> FRANK



frank o'connor

foconnor@ultragp.com

Editor Frank O'Connor is celebrating our 100th issue by cloning a few sheep. 'Whenever someone turns 100 in Scotland, we give 'em a sheep necklace', says Frank. 'It's a Scottish thing... '



roger burchill

rburchill@ultragp.com

Reviews Editor Roger Burchill knows how he's gonna celebrate the 100th issue. 'I'm gonna do a bunch of yardwork, wash some dishes, and finish off the laundry. My wife really knows how to party!', says Rog.



mike salmon

msalmon@ultragp.com

Senior Editor Mike Salmon will celebrate the 100th issue by attempting to make 100 baskets in a row, without missing a single one. 'No sweat', says Mike. 'This stepladder really makes it easy! '



francesca reyes

freyes@ultragp.com

Associate Editor Francesca Reyes will celebrate UGP's 100th issue by driving around the Imagine office's parking lot at 100 mph. 'Not only is it a festive idea', says Fran, 'but its fun watching the other Editors run!'



bill donohue

bdonohue@ultragp.com

Managing Editor Bill Donohue has his 100th issue plans down! 'I'm gonna sing the celebration song and do everything it says. Ready? Sing along with me... One hundred bottles of beer on the wall... '

August '97

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• frank o'connor

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• tom hale

NEW MEDIA BUSINESS DEVELOPMENT MANAGER
• mary mappin

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EDITORIAL, ART, PRODUCTION, ADVERTISING, & MARKETING
150 NORTH HILL DRIVE;
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PHONE: (415) 468-4684
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ADVERTISING COORDINATOR
• kim hansen

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VP/PUBLISHING DIRECTOR
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ULTRA game players utilizes a presario 8112 for its pc coverage, courtesy of compaq computers corp.

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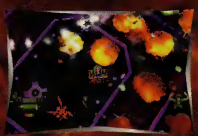
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TEEN T

PlayStation



ON THE DISC

No matter how good a videogame magazine may be, there are some things that you just can't get from print. We can show you the pictures of the games, but it's impossible for us to let you play the game for yourself, or even see the game in motion. Enter both Apple Macintosh and PC compatibles, you'll find movies of all the the ULTRA gameplayers Disc Edition. On the disc, which works with newest, hottest console games, as well as playable demos of the biggest PC and Mac titles. Read the print magazine, check the web site, and view the disc to get the full ULTRA gameplayers impact. Questions regarding subscriptions should be sent to: subscribe@game-players.com Faulty disc/subscription questions: phone 415-468-2500. Current subscribers can receive the disc by following the help line instructions.



PREVIEWING

PC GAMES

Need For Speed II - get your motor running, head out on the highway... in really fast exotic cars!

Moto Racer GP - slip into your leathers and hop on your bike in this fantastic racing game.

Pyrosaurs - who needs Jurassic Park when you can breed your own dinosaurs and send them online to thin someone else's herd?

Space Bar - Visit the creature cantina! You're Alien Node and you have to solve a mystery. If you can figure out what the mystery is...

MAC GAMES

Duke Nukem 3D - Aliens, strippers and redlight districts plus first person mayhem! 'Nuff said.

Fallout - Avoid radiation burns and flying bullets to make it through this post-apocalyptic RPG alive!

Marathon: Evil - the best level pack yet for Marathon infinity.

Pegasus Prime - check out this photorealistic time travel extravaganza!

videogame movies

Why settle for just still screens when you can see the games in action for yourself? Just take a look at this month's hit list:

G-Police • Swagman • Ace Combat II • Poy Poy • Raystorm • Sega Ages • Shining The Holy Ark • Machine Hunter • Herk's Adventures • Dungeons and Dragons • Megaman X4 • Street Fighter Collection • Time Crisis • Dragon Ball GT • Power Play '96 • World Series Baseball • Jersey Devil • NBA Hangtime • MDK • The Lost World • Lethal Enforcers I & II



MOVIE PICS

Time Crisis



G-Police



BOOTCAMP



It's *Dark Rift!* A combo for every character! Our expert players demonstrate the move, our video shows you exactly when to mash the buttons, all you have to do is kick butt!!!

CODE CRYPT



Check out our Tenka strategy guide. The ULTRA Game Players Disc Edition guides you through the first five levels of this awesome first-person shooter. Don't leave home without it!

SCREEN SAVERS



Three exclusive ULTRA Game Players Screen Savers, available only on the Disc Edition. You get a UGP gallery, the Girls Of Games, and a sneak preview of Psygnosis' newest upcoming title: Psybadek!



...ALL THIS AND MORE ON THE DISC EDITION

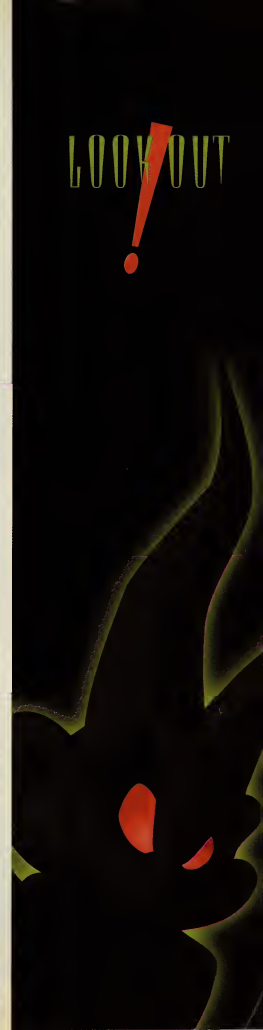
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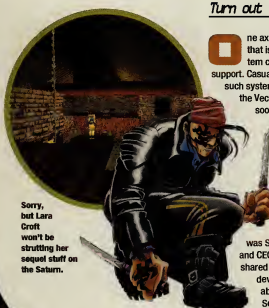






SEGA THIRD PARTY SUPPORT ON THE RETREAT

Turn out the lights, the party's over...



Sorry, but Lara Croft won't be strutting her sequel stuff on the Saturn.

One axiom of the videogaming industry that is incontrovertible is that no system can survive without third party support. Casualties of this law have included such systems as the Jaguar, the Virtual Boy, the Vectrex and, it would appear very soon, the Saturn. Sega has had difficulty getting developers to sign on to the system, given the system's more difficult development and smaller userbase. Now developer after developer is canceling projects left and right, a trend that shows no signs of slowing.

One of the first developers to can its Saturn projects was Shiny. Dave Perry, Shiny's founder and CEO of Shiny Entertainment recently shared his thoughts on the prospect of developing for Saturn. 'I am worried about Saturn at this time. I love Sega, but I think they are not supporting its machine to the best of its ability,' said Perry. Shiny will be putting *Wild 9s* only on the PlayStation, partly due to Perry's thoughts and partially because Sony is going to be shelling out some cash for the exclusive.

Other developers, such as Core and Eidos, have similar offers on the table from Sony. *Tomb Raider 2* is allegedly going to be a PlayStation exclusive due partly to Sony's prodding, but also very much because of market pressures. Said one anonymous source, '*Tomb Raider* was the best selling Saturn title ever and yet it still didn't even sell 1/4th of the PlayStation version.' There have also been some indications that Core is satisfied with the decision, as the team will be able to work with the PlayStation hardware (which is a better 3D architecture) as the least common denominator instead of worrying about the Saturn.

To make matters even worse for Sega, sources have indicated that Eidos will be discontinuing all current Saturn projects including *Ninja*, a game whose main development platform was the Saturn.

Last year's *NHL Power Play* from Virgin was easily the best hockey game in the next generation market, but this year the Saturn will not be receiving the next incarnation of the series. In fact, Virgin has pulled the plug on all of its Saturn projects and has instead chosen to focus additional efforts on the Nintendo 64 and PC (where it has always been strong). The change is somewhat ironic, given that the Saturn versions of many games (including *Power Play*) had better control and more options than their PlayStation counterparts.



THQ has cancelled *DD XL* for the Saturn...

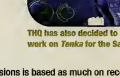


...as well as *Sentient*, which is available on the PlayStation.



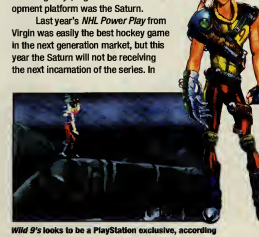
Also among the Psygnosis/THQ cancellations is *Wipeout XL*. Sorry, Saturn...

Finally, THQ, who was originally going to publish several PlayStation conversions of Psygnosis' games, has cancelled those efforts in the last few weeks. Among the titles that were slated to be brought to Saturn were: *Wipeout XL*, *Destruction Derby XL*, *Krazy Ivan*, *Assault Rigs*, *Discworld*, *Sentient* and *Tenka*. THQ has decided that it didn't want to risk the costs involved in selling these games.



THQ has also decided to stop work on *Tenka* for the Saturn.

Developers have cited a number of reasons for shying away from the Saturn. The rationale for such decisions is based as much on recent sales figures as it is on the hardware itself. For the last few months, Sega has often captured less than 10% of the system sales in the US, thus leaving the lion's share of the market to Nintendo and Sony. With sales indicators pointing in the direction that they do for Sega, this will be the last Christmas for Saturn. Sega's inability to cope with price drops from its competitors in a timely fashion has clearly damaged the long term viability of the Saturn. While Sega has assured Saturn owners that it will be supporting the system into 1998, third parties are casting their vote in the negative for '98. Time will tell how Sega deals with the dwindling third party support, but by all accounts the Saturn is not healthy at this point in time.



Wild 9's looks to be a PlayStation exclusive, according to Shiny Entertainment's Dave Perry.

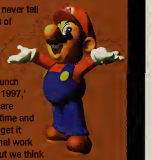
64DD ELUSIVE AS EVER

To no one's great surprise, Nintendo's mass storage device is being delayed yet again.

When the 'Ultra 64' was first announced back in 1994, Nintendo claimed that it would have it out on the market and ready to compete in the US by Christmas, 1995. The reality, of course, was delay after delay. First, it was pushed back to April, at which point it was renamed the Nintendo 64, then it was pushed back to June and finally to the end of September, a year after that system was originally supposed to be on the market.

It is due to this track record that it shouldn't be surprising that Nintendo's 64DD, which was first announced at the same time as the system, is going to be similarly late. While the Nintendo 64 was first shown in the US at last year's E^3, the 64DD was conspicuously absent. It did manage to show its face at last year's Shoshinkai show in Japan last November, but it only had one game running on it *(Mario 64)* to indicate load times. Because of the obvious lack of software (something that obviously didn't stop Nintendo from launching the Nintendo 64), Nintendo is holding back yet again on the 64DD. This time, the delay is backed up until March 1998 for a Japanese release, with a US release expected in September 1998.

Initially, the drive was expected to be released this summer in Japan, with a US release following by Christmas. In a recent interview with Howard Lincoln, the Nintendo boss hinted that the 64DD was not going to make it out by the end of this year in the US, but was optimistic for Japan. 'In the US, I don't anticipate it being launched this year, but you can never tell about these kinds of things. We've got quite a few months to go. In Japan, I anticipate that it will launch before the end of 1997,' said Lincoln. 'We are spending a lot of time and effort on DD64 to get it right, and additional work has to be done, but we think there is a place for DD64 in Japan and the United States. But just to keep our competitors guessing, we're really trying to keep our strategy and what our plans are on DD64 close to our vest.'



Nintendo has been spending a lot of time on the unit, trying to position it as a 'must have' item for Nintendo 64 owners.



Is the hardware worth all the waiting? Nintendo is betting that it is, but only time will tell how gamers around the world will react.

NEWS FEED

Diablo has remained the top selling PC game each month since the title launched in January. Current sales estimates put its figures at nearly one million copies sold in the US alone. Worldwide sales figures are estimated to be nearly twice that. • In a major marketing move, Eidos has worked a deal with U2 whereby images of Lara Croft will be run during U2's Popmart World Tour. Developers, Core Design, have been commissioned by U2 to produce exclusive footage of Lara in action to be played on the tour's 7,000 square foot video screen (the world's largest). • Atlus has disclosed that it will not be working on any future titles for Saturn in the coming months. While it was investi-

NEWS FEED continued on pg 16

PlayStation
RATING PENDING
RP
CONTENT RATED BY ESRB

UNLEASHED THIS SEPTEMBER

JERSEY DEVIL

A diabolical product from
malofilm interactive

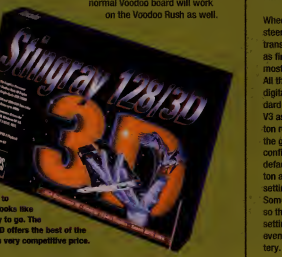
OPTIONS

RATING KEY
- PREMIUM ★★★
- STANDARD ★★
- DEFICIENT ★

- RATING: ★★★
- PRODUCT: Stingray 128/3D
- COMPANY: Hercules
- SYSTEM: PC
- PRICE: $239-$279

Hercules' latest addition to its growing library of video cards is one big leap for the manufacturer, not to mention the consumer. Coupling 3Dfx's new and smaller Voodoo Rush board onto Hercules' Stingray board has created what could be described as the perfect marriage. Windows 95 programs are accelerated, and higher resolutions and screen refresh rates are also easily achieved as well. Many games currently support the Voodoo Rush board and titles ranging from *Quake* to *MDK* take advantage of the 3Dfx's popular chip-set technology that literally takes games to the next level.

The Hercules Stingray comes with 4MB DRAM on board, while the Voodoo Rush comes with 4MB DRAM, Z-buffering, Glide, and more. What does this add up to? The ultimate gaming experience, of course. This board not only saves the gamer a potential IRQ or more, but a PCI slot as well. Plus, the board comes bundled with Psygnosis' *Formula 1*, Crystal Dynamics *Pandemonium*, and a few other surprises. Both of the aforementioned titles are optimized for the Voodoo Rush and outperform their console counterparts in every single way. All of numerous titles currently supporting 3Dfx's normal Voodoo board will work on the Voodoo Rush as well.



When it comes to video cards it looks like 3Dfx is the way to go. The Stingray 128/3D offers the best of the 3Dfx world at a very competitive price.

FIRST LOOK

- PRODUCT: V3 Racing Wheel
- COMPANY: InterAct Accessories, Inc.
- SYSTEM: PlayStation, Saturn, N64
- PRICE: $69.99
- Available: July '97



The market leader in the gaming accessories market, it's rare when a InterAct controller isn't the best quality and best designed product available. Now, InterAct has set its sights on producing the best steering wheel controller ever for the PlayStation and Nintendo 64.

The V3 Racing Wheel will have analog steering output that will transmit reliable readings as fine as two degrees for the most accurate control available. All the button controls and the digital directional pad of a standard controller are built into the V3 as well. A programmable button relocation function will allow the gamer to set controls to any configuration. An easy to use default setting reset is just a button away if the customized settings are no longer wanted. Somehow InterAct has managed it so that the V3 remembers custom settings even after it is unplugged, even though it doesn't use a battery. Neat trick.

Analog control, programmability, and customizable configurations are just a few of the enhanced features of the V3.

With a telescoping and tilting head, the V3 is the most adjustable steering wheel on the market and should fit any gamer. The unit comes with suction cups for securing to a table or simply slip the base between the legs. The steering wheel also comes with pedals at no extra cost and is set to be priced lower than all of its major competition.

NEWS FEED continued from p; 15

gating the possibility of bringing *Togue King The Spirits 2* to the US in the form of *Togue Racing*, Atlus wasn't pleased with the quality of the game. • Sources at Square have indicated that will not be bringing over its hit fighting game *Tobal 2* from Japan. Square has indicated that the disappointing sales of *Tobal No 1* and the costs of translating the quest portion of the game were the major factors for the decision. Given that *Tobal 2* is graphically much better and the quest mode is far more immersive than the original Tobal, the decision from Square is clearly disappointing for fighting fans seeking 'something new'. • Peter Molyneaux, designer of such innovative games as *Populous* and *Theme Park*, has finally left Bullfrog to begin a new venture which is called Lion Head. • Electronic Arts has already signed up to publish the first title to be developed by the fledgling enterprise but details of exactly what sort of game it is have not been disclosed. • A new RPG from Square, *Parasite Eve*, is based upon a Japanese novel whereby genetic enemies try to eliminate the human race as we know it. Players must find a way to fight off the evil mutants.

WIRETAP

Here are a few notes from the underground... Load them at your leisure...

Nintendo's Atlantis to Resurface

While the GameBoy has enjoyed a long lifetime of nearly nine years, Nintendo has been readying its next handheld system for more than two years now. The plans for release were placed upon the back burner about a year ago to focus upon a successful launch of the Nintendo 64. Now that the Nintendo 64 has had a successful release, Nintendo is said to be returning to the project. The system itself is a color handheld device which will be a 32-bit platform based around the StrongARM CPU. The CPU itself currently offers the best performance to power consumption ratio in the world, making it an ideal candidate for use in portable applications. Supposedly it will offer up to 30 hours of play on one set of batteries. Nintendo is the only known developer at this time, but development kits are rumored to be arriving at third parties by the end of this year. Additional development recruitment is slated to happen at E^3, where the hardware will allegedly be shown for the first time.

PowerVR Joins Console Race

According to analysts who have been following Videologic closely, the PowerVR chipset is to be embedded within a console by mid-1998. Exactly who is working with PowerVR on the project is entirely unknown. PowerVR has made no secret of the fact that it has been speaking with every console manufacturer about using the chipset, but it is difficult to see where they fit. Sega was considering the chipset for its Black Belt, but in the end opted for 3Dfx in its next console. Nintendo obviously isn't thinking of introducing any new products within the next twelve months given its recent release of the Nintendo 64. Sony has vowed that it wouldn't be releasing a new PlayStation until at least 1999. It is also possible that NEC is considering jumping back into the console fray once again after a few years hiatus from its SuperGrafix and TurboGrafix systems.

Capcom Mad at Sony

Following a series of game denials in the US, Capcom is allegedly quite upset with Sony. The two most recent games to be denied permission to be published in the US were *Megaman Battle and Chase* and *Megaman X4*. The *Megaman Battle and Chase* game was polygonal, but was not what one would call a 'quality game'. *Megaman X4*, as one would expect, was yet another platform shooter in the *Megaman* series. While *Megaman* enjoys considerable popularity in Japan, in the US, the series has done nowhere near as well. Sony's decision to exercise its veto has caused considerable friction between the two companies and it is still unknown what repercussions it will have later.

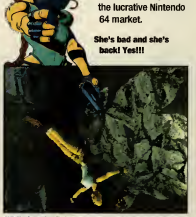
Lara Sells Out?

Eidos is going to be making *Tomb Raider 2* a PlayStation exclusive, due to the fact that Sony is shoveling truckloads of cash its way for the game. Rumor has it that while *Tomb Raider* was the best selling Saturn title ever, it still sold less than a quarter of the PlayStation version. While this would also spell bad news for Nintendo 64 owners who are hungry for some of Lara's action, it would seem that Eidos has other plans for that platform.



Even Lara Croft can have bad days...

Allegedly, a similar game which will not have the words *'Tomb Raider'* in the title, but will feature Lara Croft, is in development for the Nintendo 64. Such an arrangement would not violate the deal with Sony and would still allow Eidos to tap into the lucrative Nintendo 64 market.



She's bad and she's back! Yes!!!

While Lara's diving style is excellent, we can't help wondering, 'Where's the Speedo?'

BITS & BYTES

• Sources at MEI and Panasonic have been making noise that the M2 may be arriving sooner than many people think. It's possible that, by as early as this Christmas, the M2 will be available in Japan. These same sources have indicated that the system could launch with as many as five games each from Japanese developers. Given the components of the system, industry pundits are estimating initial prices of about $300.

• Activision is actively pursuing the publishing and distribution rights to *Quake 2*. The move would add the eagerly awaited shooter to the *Quake* expansion packs and *Hexen 2* whose publishing rights the company already owns. Terms of the deal are unknown. • MacPlay, one of the largest and oldest Macintosh games publishers, is in serious trouble. The Mac market has been dwindling and retailers are making it more and more difficult to place product. Sources have indicated that the company is contemplating pulling out of the Mac market entirely, and focusing entirely on PC and console.

Release List

NOTE: All release dates are subject to change at any time

August

Nintendo 64

GoldenEye 007 - Nintendo
Ken Griffey Jr. Baseball - Nintendo
Mission: Impossible - Ocean
Wet Corpse - Vic Tokai

PlayStation

Aaron Vs. Ruth - Mindscape
Ace Combat 2 - Namco
Bushido Blade - Sony CE
DiscWorld 2: Mortality Bytes! - Psygnosis
Dungeon & Dragons Arcade Collection - Capcom
Excalibur 2555 - Sir Tech
Golden Nugget - Virgin
GT Football - GameTek
Hardball 6 - Accolade
Marvel Super Heroes - Capcom
Mega Man X4 - Capcom
Moto Racer GP - EMG Interactive
NCAA Football '98 - Electronic Arts
NFL Quarterback Club '98 - Acclaim Ent.
Red Asphalt - Interplay
Steel Reign - Sony CE
Street Fighter Collection - Capcom
The Lost World: Jurassic Park 2 - Electronic Arts

Saturn

Burn Cycle - Philips
Devil Summoner - Atlus Software
Dragon's Lair II - ReadySoft
Duke Nukem 3D - Sega
Dungeon & Dragons Arcade Collection - Capcom
Magic Knight Rayearth - Working Designs
Marvel Super Heroes - Capcom
Mega Man X4 - Capcom
Red Asphalt - Interplay
Resident Evil - Capcom
Shadoan - ReadySoft
Sonic Jam - Sega
Street Fighter Collection - Capcom
Tecmo Super Bowl 3 - Tecmo
The Lost World: Jurassic Park 2 - Sega
VMX Racing - Playmates Int. Ent.

PC

A-10 Gulf (Win 95) - Activision
ABC College Football (Win 95) - Disney Interactive
ABC Indy 500 (Win 95) - Disney Interactive
ABC Monday Night Football (Win 95) - Disney Interactive
Age of Wonders (Win 95) - Epic Megagames
Angst - Man Machine Games
Athanor (Win 95) - Psygnosis
Bites (Win 95) - Microsoft
Blood Omen - Activision
Captives: Rescue at Rubicon (Win 95) - Sierra
Constructor - Acclaim Ent.
Creation - Electronic Arts
Creatures (Win 95) - Mindscape
Dragon's Lair II - ReadySoft
Eleventh Hour (Win 95) - Virgin
Extreme Assault - Blue Byte
Fairy Tale Adventure II: Halls of the Dead - Ignite
Final Conflict (Win 95) - Simon & Schuster
Final Fantasy V (Win 95) - SquareSoft
Flying Nightmares 2 - EIDOS Interactive
Flying Saucer (Win 95) - Any River Ent.
Forbes Corporate Warrior (Win 95) - Simon & Schuster
Galactic Mirage (Win 95) - Virgin
Galaxis (Win 95) - Ignite
Ganymede (Win 95) - SegaSoft
Garfield (Win 95) - SegaSoft
Gnari Covet (Win 95) - Arckosian Ent.
Golgotha - Electronic Arts
Hardball 6 - Accolade
Heroes of Might & Magic 2: The Succession Wars Online - Studio 3DO
Hi Speed - Apogee Software
Lands of Lore II: Guardians of Destiny - Virgin
LucasArts Archives Vol. 3 - LucasArts
LucasArts Archives Vol. 3 - LucasArts
Mortificator (Win 95) - Playmates Int. Ent.
New Order (Win 95) - Electronic Arts
NFL Legends Football - Accolade
NFL Quarterback Club '98 - Acclaim Ent.
Pandemonium (Win 95) - Crystal Dynamics
Princess Maker 2 - Ignite
Puzzle 3D (Win 95) - Hasbro Interactive
Quake II (Win 95) - ID Software
Rayman 2 (Win 95) - UbiSoft
Sand Warriors (Win 95) - Interplay
SCUD: The Disposable Assassin (Win 95) - SegaSoft
Shadow Warrior - GT Interactive
Star Nations (Win 95) - MegaMedia Corp.
Terracide (Win 95) - EIDOS Interactive
The Divide (Win 95) - Virgin
The Elder Scrolls Legends: Battlespire - Bethesda Softworks
The Ledwars (Win 95) - Ionos
The Roswell Dream (Win 95) - Ionos
Third Annual TNN Outdoors Bass Tournament (Win 95) - ASC Games
Vette 2: San Francisco Thrills (Win 95) - Microprose
Viper (Win 95) - GT Interactive
VMX Racing - Playmates Int. Ent.
VR Baseball - Interplay
Warlords III: Reign of Heroes - Broderbund
Waterworld: The Duest for Dry Land (Win 95) - Interplay
World Series Baseball '98 (Win 95) - SegaSoft
XCar: Experimental Racing - Bethesda Softworks

September

Nintendo 64

F-1 Pole Position - UbiSoft
Lamborghini 64 - Titus Software
Robotron 64 - Midway Home Ent.
Tetrisphere - Nintendo
Top Gear Rally - Kemco

PlayStation

Armored Core - Sony CE
Breath of Fire 3 - Capcom
Carom Shot - Ascii Entertainment
Castlevania: Bloodlines - Konami
Clockwerx - Ascii Entertainment
Colliderz - ASC Games
Croc - Fox Interactive
Final Fantasy VII - Sony CE
Jimmy Johnson VR Football '98 - Interplay
MDK - Playmates Int. Ent.
NASCAR '98 - Electronic Arts
NHL Breakaway '98 - Acclaim Ent.
NHL Powerplay '98 - Virgin
Oddworld: Abe's Odyssey - GT Interactive
ReBoot - Electronic Arts
Resident Evil: Director's Cut - Capcom
Spawn - Sony CE
Time Crisis - Namco
Total Z - Sony CE
Treasures of the Deep - Namco
Vs. - THQ
Wreckin' Crew - Sir Tech

Saturn

Breath of Fire 3 - Capcom
Colliderz - ASC Games
Croc - Fox Interactive
Fighting Force - EIDOS Interactive
Lunar: Silver Star Story - Working Designs
NASCAR '98 - Electronic Arts
Saturn Bomberman - Sega
Sky Target - Sega
Space Ace - ReadySoft
Spiked - Sega
Ten Pin Alley - ASC Games

PC

Ahx-1 (Win 95) - GT Interactive
An Odyssey - Sir Tech
Animetrance - Davidson
Atlantis (Win 95) - Interplay
Black Dahlia - Mindscape
Blast (Win 95) - Ignite
Blue Heat (Win 95) - Cyberdreams
Civil War Generals (Win 95) - Sierra
Colliderz (Win 95) - ASC Games
Conquest at Demon Isle (Win 95) - Sierra
Croc - Fox Interactive
Cybersterm 2: Corp Wars (Win 95) - Sierra
D Day '99 (Win 95) - Playmates Int. Ent.
Dark Reign (Win 95) - Activision
Daytona USA CCE - SegaSoft
Dilbert's Desktop Games (Win 95) - Dreamworks Int.
Dominion (Win 95) - 7th Level
Epic Space Marines: WarHammer 40k (Win 95) - Mindscape
Eraser (Win 95) - Imagination Pilots
Evolution (Win 95) - Discovery Channel Multimedia
F-22 Raptor (Win 95) - NovaLogic
Falcon 4.0 (Win 95) - Microprose
Fallen (Win 95) - Psygnosis
Fighters Megamix - SegaSoft
Front Page Sports: Skiing (Win 95) - Sierra
Glider Wars (Win 95) - GT Interactive
Grant Hill Fantasy Basketball (Win 95) - Head Games
Hardwar - Interplay
Hexen 2 (Win 95) - Activision
Iron Throne (Win 95) - Interplay
Jedi Knight (Win 95) - LucasArts
Klev - Schwerpunkt
Magic of Xanth (Win 95) - Legend
Meridian 59: Revelations (Win 95) - Studio 3DO
Myth: The Fallen Lords (Win 95) - Bungie
Netstorm (Win 95) - Activision
NHL Breakaway '98 - Acclaim Ent.
NHL Powerplay '98 - Virgin
Nocturnals - Mindscape
Pictionary (Win 95) - Hasbro Interactive
Red Baron X (Win 95) - Sierra
Riven: Sequel to Myst (Win 95) - Broderbund
Sea Wars (Win 95) - Sierra
SimCircus (Win 95) - Maxis
Simon the Sorcerer 2 - Sony Interactive
Stealth Reaper - GT Interactive
Submarine Titans (Win 95) - MegaMedia Corp.
SWIV 3D - Interplay
The Elder Scrolls Adventures: Battlespire
TNN Motorsports Hardcore 2 (Win 95) - ASC Games
Total Annihilation (Win 95) - GT Interactive
Trespasser: Jurassic Park (Win 95) - Dreamworks Int.
UltraChopper (Win 95) - DID
Unreal (Win 95) - GT Interactive
Vandals (Win 95) - Accolade
Virtua Squad 2 (Win 95) - SegaSoft
W.A.R. Inc. - Interactive Magic
Wes Craven's Principles of Fear (Win 95) - Cyberdreams
Wet Corpse - Vic Tokai
X-Files: The Game (Win 95) - Fox Interactive
7th Legion (Win 95) - Microprose

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EVIL'S RETURN

The wait is over! A new Resident Evil is on its way to your house...

For *Resident Evil* fanatics, the wait for *Resident Evil 2* has been unbearable. It was originally scheduled to release in March of this year, then it was delayed until Christmas, and finally it was delayed until March of 1998. But not to fear, there is a new *Resident Evil* coming to the PlayStation in September, and it's called *Resident Evil: Director's Cut*.

As the title would indicate, *Director's Cut* is essentially a remake of the original *Resident Evil*, however, there are several new bonuses. The game will come on two CDs and will sell for only $40 in most stores. The first disk has three different games on it. You can play the original *Resident Evil*, with all the red blood and gory scenes that were left on the cutting room floor; you can play a beginner version of the game that allows gamers to navigate to the later stages of the game without as much trouble; or you can play an arranged version of the original that switches the places of all the items. On the second CD, there will be an interactive demo of *Resident Evil 2*. This essentially makes *Directors Cut* the ultimate package of *Resident Evil*.

http://www.ultragp.com

Resident Evil 2

Sure, the new scenes and gory deaths are nice, but the most exciting part of this package lies in the second CD. On that CD, gamers get a chance to sample *RE2* for the first time, and actually take the new heroes through a portion of the game.

ULTRA GP got an exclusive look at *Resident Evil 2* and we were very impressed. The game starts off in a Raccoon City police station that has been overrun by zombie cops. Once again, the player can choose between a man and a woman character. The male character, Leon, is a young police officer (in other words, he hasn't had time to get donut gut) who has to fight his way out, while the female character, Elza, is a young (not to mention, quite fit) motorcycle driver who is one of the few citizens of Raccoon City with fresh flesh. Again, the game changes depending on which character you choose.

The engine has been totally reworked and is now capable of displaying at least eight zombies on screen at one time. Another big difference is that the backgrounds are far more interactive than in the first, making for many more puzzles. The new shots we have show the first non-zombie enemy of *Resident Evil 2*, and he looks mighty scary.

Splattered blood sticking to the character's clothes, improved camera angles, and new horrifying scenes are set to make *RE2* one of the best PlayStation games, period. Unfortunately, the game won't be here until March of '98, but you can check out some of this new game's scary levels with *Director's Cut*...



Real time blood-letting makes for some very messy backgrounds.





1 More zombies means even more gruesome, gory deaths.
2 Check out the massive new weapon that Leon is hoisting — ooh, imagine the damage.

What's new?

To many people, *Director's Cut* is just another way of saying rehash, but in this case, it's not really true. The most original part of the three *Resident Evil* games is the arranged version. We've been playing through this since we got it in and have already found loads of new surprises.

First of all, the game is much, much tougher than the original, with many more enemies in almost every room. But what really makes the game a completely new experience is that the hiding places for keys and items have all been changed, meaning that those old strategy guides will be rendered useless (kind of like the one Roger did). For those who have played through most of the original, there are still plenty of scary surprises. New scenes, like a zombie coming from behind while you're looking in the mirror, are even scarier when you expect nothing. We don't want to give away too much, but we've only played through a third of the arranged version and have already been shocked seven times by new, really scary enemies.

The arranged version also features a new wardrobe for our heroes, Chris and Jill. Not only are they wearing new clothes, but they can enter a changing room and pick from two different outfits. This is merely a cosmetic change, but is an example of the clothing change system that will be in *RE2*.

We're not claiming that *Director's Cut* is a completely new game, but there are enough new elements to make it interesting even to those who finished the first. As for those who haven't played *Resident Evil*, this is a game you MUST have.





The corridors and unlimited ammo of a police station make for more fighting and less running.



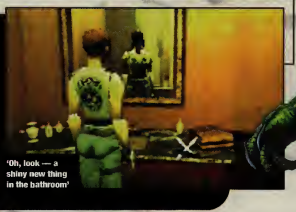


1 The demo unveils some interesting new enemies like this, 'giant cockroach man'. 2 Other new weapons, like the double-barreled shotgun, inflict some serious damage.
3 Flaming zombies aren't just for drinking anymore.

NEW HORROR!

There are enough shocking new scenes in *Directors Cut* to soil the shorts of even the most experienced *Resident Evil* player.





'Oh, look — a shiny new thing in the bathroom'









1 ...AAAAHH! That zombie wasn't there before.
2 I'll just reach down and pick up that rocket launcher...
3 ...AAAAHH! He's not supposed to do that!
4 This used to be a nice quiet room. Now there are three zombies looking for a bit of brain.
5 Not gonna fall for that old dog through the windows thing. That is, until the dogs start coming through different windows.



MORE GORE!

The way the game was meant to be played — with gallons of red blood!



This gnawed head is just the kind of extra that makes eating difficult.

No more nasty green blood, just pools of glorious red.



FASHION SHOW

For those fashion conscious gamers, Jill and Chris both have three different outfits.







1 Here's Jill in a sleeveless button-down shirt; the perfect attire for taking out the living dead. 2 And for the girl on the run, there's this midriffed, low-cut, black shirt and a pair of the ever so trendy stonewashed jeans. 3 These camouflage duds give Chris that tough, but sensitive look. 4 Sure, trying to survive in a beast-infested mansion is tough, but who says you can't look cool with the classic bomber jacket.

RESIDENT EVIL 64

Recently, *Resident Evil 64* has gone from being a good idea to a real possibility, thanks to Capcom Japan and Yoshiki Okamoto, its lead producer.

Mr. Okamoto was recently quoted in the Japanese press, discussing his ideas for a Nintendo 64 version of *Resident Evil*. He and his team are currently researching a 64DD game based in the *Resident Evil* 'universe', but with a Ninja twist. Mr. Okamoto was swift to point out that this was only at a research stage, but said, 'I have an idea for a Ninja version of *Resident Evil*. The location is a 'ninja house' which is full of booby traps, gimmicks and the undead.

A cartridge version of the game is highly unlikely, given that the PlayStation version nearly fills the CD it comes on. Capcom's final decision may well rest on the costs and potential success of the 64DD (which has recently been delayed yet again).

Mr. Okamoto went on to say, 'I think it will be very fun. And since so many western gamers love Ninjutsu, I think it will sell very well.' We think so, too. In fact, Bill is already drooling like a zombie.



MORTAL KONTEST

Toasted Bill says, 'Find me and win a *Mortal Kombat 4* arcade machine! Plus, you'll also go insane! What a great prize combo!!!'

ULTRA *gameplayers* and Midway Entertainment are giving you a chance to have your very own *MK4* arcade machine. Imagine the fun you can have charging your friends, pulling off fatalities, and you can even invite Senator Lieberman over to show exactly why he thinks the game is too violent.

There is a catch, however. In order to be eligible to enter, you've gotta find Toasted Bill somewhere in each of the July, August, and September issues of **ULTRA *gameplayers***. Hopefully, you found the insane little man last month; now, there are only two more months to go. Just look for the hidden Toasted Bill screaming 'Toasted!' and mark down the page number. Once you've collected all three Toasted Bills, put them down on a card and you are eligible for an *MK4* arcade machine. If you miss an issue or, for some bizarre reason, can't find Toasted Bill, then help is available at www.ugp.com. So keep a careful eye on Toasted Bill. After all, if you can't see him, he's likely up to no good. It's not so much to ask; after all, we are giving you an arcade machine.

Send your entry to:
Mortal Kontest
c/o Ultra Game Players Magazine
150 N. Hill Drive
Brisbane, CA 94005

or via the internet, visit the Kontest page at: www.ugp.com

Grand Prize

One extremely lucky winner receives their very own *Mortal Kombat 4* Arcade Machine!!!

Second Prize

Three rather lucky winners receive a free copy of *Mortal Kombat Mythologies* for the Sony PlayStation!

Booby Prize

Thousands will go blind searching for Toasted Bill. Hundreds will die of shock upon finding him. But hey, at least you don't have to work with him!!! The horror...

THE LEGAL STUFF

No purchase necessary. Contest is open to residents of the United States and Canada with the exception of employees of Imagine Publishing and Midway Entertainment. Multiple entries are prohibited. All entries become the property of **ULTRA *gameplayers***. All taxes are the responsibility of the winner.

No cash substitution is allowed. Offer void where prohibited, regulated or restricted by law. All entries must be received by September 26th, 1997. The random drawing will be held September 26th and the winners will be published in a subsequent issue of **ULTRA *gameplayers*** Magazine. Imagine Publishing is not responsible for lost, misdirected or unselected entries. Editor's choice is final.

Crash 2

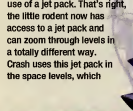
BEHIND THE SCENES part 3

Pop quiz, hot-shot. You're at a table full of gamers and the big geek at the end of the table says 'Tell me about *Crash 2* or die!'. What do you do? If you're smart, you bring the big loser up to date on *Crash 2*, using all of the exclusive information you got right here in our monthly update on all that is Bandicoot.

The game is now officially titled *Crash Bandicoot 2: Cortex Strikes Back* and is still slated for a September release. This month, we go deeper into the game, with an interview with the creator of Crash (the character) and we also unveil some completely new levels.

The most interesting new development in *Crash 2* is the use of a jet pack. That's right, the little rodent now has access to a jet pack and can zoom through levels in a totally different way. Crash uses this jet pack in the space levels, which offer a new perspective and a much greater variety to the gameplay. Some other new shots show off some of the different surfaces which will change the way Crash controls. The glacier levels will have sheets of ice that cause Crash to speed along out of control while having to dodge obstacles and gather pick-ups. Other new tricks like a lens-flare and more hi-res graphics have Crash looking better than ever.

We'll be back next month with more exclusive information, including Crash's biggest secret. Stay tuned.





The belly flop is one of our favorite new moves. Crash is giving equal belly to all comers as he takes out everything from penguins to scorpions.





INTERVIEW WITH CHARLES ZEMBILLAS

Character animator Charles Zembillas and his company, American Exitus, were hired to design and bring life to the characters that populate Crash's world. Zembillas has been involved in many high-profile animation projects in his six-teen-year career, including the TV series *He-Man and the Masters of the Universe* and Universal's animated feature, *An American Tail*. Most recently, he has served as the Art Director for the Emmy award-winning animated series *Where on Earth is Carmen Sandiego?* He is a member of the Academy of Television Arts and Sciences and is also the administrative director of the animation program at the prestigious Associates in Art, where he trains young talent for careers in animation. So let's get started...

NAUGHTY DOG: When a cartoon company creates a game without the assistance of true gamers, the result is almost always disastrous. Likewise, Naughty Dog didn't want to design a game with a cartoon setting and characters without consulting experts in the animation industry. Our fear was that we would end up with a 'cool talking lizard' or a 'cat with an edge...' plain vanilla character design. After all, the goal with Crash was to create a unique character that could move easily to TV and movies, not a character that had to be forced.

Most likely, if someone stopped you on the street and asked you what a Bandicoot looks like, or what one did, you'd picture Crash. Instead of adding stereotypical 'cartoonifications' to a known creature, Naughty Dog wanted to create a creature of its own. Without further ado, we'd like to introduce **ULTRA gp**'s readers to Charles Zembillas, co-designer of *Crash Bandicoot*, one of two cartoon designers who helped us do exactly that.

Q: How was Crash created? And why a Bandicoot of all animals?

CHARLES: The creation of Crash was primarily a collaborative effort fueled by Naughty Dog's vision. My involvement with Crash started with a phone call from Joe Pearson, a long time friend and colleague in animation and a key factor in Crash's development. In the beginning, I produced numerous sketches of a character that was perceived at the time to be a mutated wombat. Joe came up with some sketches and we would meet regularly with Naughty Dog for their input. David Siller and Mark Cerny also contributed to the development of the character. Crash didn't become a Bandicoot until after my initial involvement with the project was completed. We were struggling for a name during the duration of development and production. Then one day, I got a call telling me that the character was going to be called 'Crash Bandicoot'. My response was immediate. I thought it was an excellent choice.

Q: What, if any, popular animated characters influenced you in the creation of Crash?

CHARLES: I make it a point to strive for as much originality as possible whenever I am developing characters. When a character designer is working in an environment as collaborative as that of Crash, a certain degree of sensitivity is required in order to nail down the look of the character. Naughty Dog's vision of Crash was very focused from the start of the project. I strove to assimilate into the design what it was that they were looking for as far as appearance and personality were concerned. After the design was approved, I began to focus on the mechanics of the character. I anticipated possible animation problems and worked on ways of modifying the design to preclude any difficulties moving him, giving the Naughty Dog animators the option of

the greatest possible range of motion and expression with Crash once production got under way.

Q: What type of involvement do you have in *Crash 2*?

CHARLES: I've been designing new characters and modifying others from the first game. I'll take a concept generated by the Naughty Dog crew and run with it: I'll generate several designs, usually in a very broad artistic manner. We'll discuss the choices and take into consideration personal preferences, production concerns and a number of other factors before a decision is made. Once we make up our minds, I begin working on a final design and on animation models.



Q: How faithful to your original drawings is the polygonal Crash? Are you happy with the results?

CHARLES: The polygonal Crash is, in my opinion, very faithful to my original sketches. In many ways, I'm happier with the final result than I am with what I was doing with Crash early on. A few modifications were made that make Crash more appealing. I'm impressed with the way the character was modeled, animated and presented in the game.

Q: Since your first videogame character worked out quite nicely, have you been asked or are you planning on creating other characters for games?

CHARLES: I've recently completed work on a new character for Insomniac Games, creators of *Disruptor*. I'm not at liberty to disclose any details, but I've followed the development of this character through the modeling process and into the initial animation. I think the character is looking great. I've been contacted by others as far as creating new characters. It's a bit too early to speculate about those situations right now.

Q: How does working in the videogame industry compare with working in television and movies?

CHARLES: Creatively, I find that there are things I can do in a videogame production that I can't get away with in movies and TV. Videogame developers seem to be open to approaches that their counterparts in traditional entertainment wouldn't necessarily be considering. I've experienced somewhat of a greater creative freedom in videogames. Game developers, like Naughty Dog, respond positively to concepts that many movie and TV producers would initially balk at. Generally speaking, gamers seem to trust their instincts more. They strive for originality and take the chances that TV and movies normally avoid. Perhaps that's why so many videogame properties make the transition to broadcast and film entertainment.

Q: As a talented and proven character designer, what do you think of other videogame characters, like Sonic and Mario?

CHARLES: I think well of most videogame characters I see. I'm often favorably impressed. As in traditional animation, there are certain principles of character design and development that must be adhered to if a character is to be appealing. In the case of Mario and Sonic, both of these characters have the kind of appeal that can endear them to their audience and initiate a transition into other mediums, such as motion pictures and television. A few years ago, I had the opportunity of working on both the Mario and Sonic animated series, so I experienced first hand the problem of adapting these characters to TV. Strong characters can make the transition smoothly. That's basically what happened with both of them.

Q: What kind of artistic changes have you implemented to evolve the Crash character in the new game?

CHARLES: Not many, to be honest. I've spent most of my time developing new characters like N. Gin or making creative modifications to characters from the first game. Ripper Roo, for example, is now a college graduate. Character concepts that were created by Naughty Dog and Joe Pearson for the original game, but never introduced, are going to appear in game 2. There was so much material in the first version of Crash not all of it could be incorporated. Naughty Dog and Joe came up with some outstanding material. I'm happy to see it make its way into the latest version. I've reworked some of these concepts to make them even more interesting and Naughty Dog is doing a great job adapting it for *Crash 2*.



Lighting effects from the sun are beautifully done.



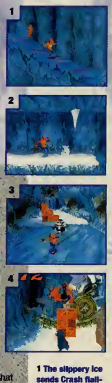
Talk about scary! That big floating Dr. Cortex head could give kids nightmares.



Crash gets to test out his newest toy, the jet pack, in the space levels.



More crazy animation really gives Crash more life than the original.



1 The slippery ice sends Crash flailing down the hill.
2 Sliding along the ice while avoiding falling icicles is very reminiscent of deep winter in Michigan.
3 The transparencies and taxbares used to create the ice are amazing! Just look at the detail.
4 Geez, this game has more crates then a moving company. Crates are, uh... fun...



Like Will Robinson, Crash appears to be lost in space.



KONAMI XXL SPORTS SERIES

I started kicking
inside my momma.
And I haven't stopped since.
Right now, the only thing
between me and a
world title is 8 yards and
a goalkeeper. And my foot
only listens to you.
Bury it.



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KONAMI

Eve Be Nimble, Eve Be Quick, Or Eve Be Sliced by Gore's Big Stick.



DARK RIFT™

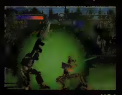
Dark Rift brings out the best in people. Eve works her butt off to turn Gore into a meaty pin cushion. Gore busts his gut to move Eve into the path of his axe. And you'll need your best, because **Dark Rift** gives it up. **Dark Rift** delivers more fight, more often with more speed than you have ever seen before. Check out **Dark Rift** for **N64** or **Win 95** and get flesh scorching projectiles, hyper quick ten hit combos, blazing frame rates and some very unpleasant surprises for the competition.

NINTENDO64


N64


N64


N64


N64

PC-CD ROM

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Previews Index

NO, PLEASE! NOT AGAIN!!!

They're at it again... you know who we mean... it's those damn game developers. They just sent over another bumper crop of brand new, never before seen games... AND WE HAVE TO PLAY 'EM! Oh, the horror! The anguish... the misery... And as if that wasn't enough, sometimes they give us free stuff along with the games. Aaargghh! I can't wear another *Resident Evil* T-shirt or stare at another *Rage Racer* poster. It's inhuman! But just as long as we know that you, our devoted readers, aren't going through this same torture, we'll keep on taking the abuse. What's that? Free lunch with Sony? A no host bar? Yaaaarrrgg! Is there no balm in Gilead???

BATMAN & ROBIN PG 036
BLAST! PG 056
CART WORLD SERIES PG 045
COLLIDERZ PG 058
COLONY WARS PG 050
CROC PG 041
DEATHTRAP DUNGEON PG 057
DUNGEONS & DRAGONS COLLECTION PG 042
F1 '97 PG 048
G-POLICE PG 061
HEXEN 2 PG 059
JERSEY DEVIL PG 040
MARVEL SUPER HEROES PG 054
MULTIRACING CHAMPIONSHIP PG 052
OUT OF THE VOID PG 060
OVERBOARD PG 043
PANDEMONIUM 2 PG 044
PITFALL 3D PG 054
PORSCHE CHALLENGE PG 048
RASCAL PG 037
REBOOT PG 044
RESIDENT EVIL 2 PG 043
STAR WARS FIGHTING GAME PG 060
STREET FIGHTER COLLECTION PG 032
TEST DRIVE 4 PG 042
TIME CRISIS PG 055
TOMB RAIDER 2 PG 046
TOP GEAR RALLY PG 053
WORLD CHAMPIONSHIP RACING PG 058
ZELDA 64 PG 033



The G-Police are keeping their eyes on you. The lineup is on page 61!









SYSTEM: PLAYSTATION
PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
RELEASE DATE: FALL

Super Street Fighter Collection

Old school fighting from Capcom, with an alpha twist!



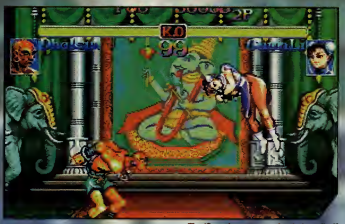
New fighters add a spark of interest to an otherwise repetitive series.

Capcom's *Super Street Fighter Collection* comes along at a very odd time. This game had been planned by Capcom just before the PlayStation's launch and it seems odd that it should show up now. For those of you unfamiliar with the *Street Fighter* series, the *'Super' Street Fighter* games came along somewhere in the middle of this now epic series. The Super prefix refers to the character's new ability to perform Super finishing moves, like *Mortal Kombat*, simply to show off.

Slight moral differences aside, the major change between *SF2* and *Super SF* is in the quality of the graphics, as well as the new characters. Bigger, better sprites are complemented by sharper, better backgrounds. The sound effects and music are also enhanced. The new characters are very different, rather than just tweaked version of existing fighters. Dee Jay, Cammy and Hawk all add their personalities to the pile, and old faves like Ryu, Chun Li and Guile are there to please Luddites.

This PlayStation conversion is among the cleanest, most accurate arcade conversions we've seen. Capcom used all the same graphic data, but went back and completely reprogrammed the game to make best use of the PlayStation's capabilities. As a result, the loading times between characters are among the fastest around. There's no lag between rounds and it's easy to change controller settings between rounds.

Super Street Fighter and *Super Street Fighter Turbo* do have some distinct differences, but frankly, you won't be playing too much of plain old *Super Street Fighter*. The *Turbo* version is better, faster and has more options. The most interesting thing about the whole collection is the 'secret' inclusion of a third game — *Street Fighter Alpha 'Enhanced'*. This is, as you might have already deduced, an enhanced version of the first *Street Fighter Alpha* coin-op, with a few nifty options and additions to make it worthwhile. All in all, this disc is an must-have treat for *Street Fighter* fans and newbies alike. Expect a review next month!



The 'Super' moves are simple to pull off, but the results are spectacular.



Is Fei inspired by Bruce Lee? He certainly sounds like him.



Ryu, perhaps the lead protagonist of the *Street Fighter* series, is a little darker this time.

Ryu's fireball proves ineffectual against Fei's blocking.



Choose your fighter, and head towards your favorite battle ground. It's selectable in this version.



Chun Li's all, 'look at my feet' and Honda's like, 'Whatever'.



Aah, Ken VS Ryu, perhaps the classic battle in fighting game history. Similar,but not identical .

SYSTEM: NINTENDO 64, 64DD
PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
RELEASE DATE: TBA

Zelda 64

Absolutely the best reason to buy an N64. No, really...

Shigeru Miyamoto is usually credited with being the designer of the *Mario* series, but some would argue that his greatest gameplay achievement is *Zelda*. This action/RPG series helped redefine the boundaries of adventure gaming on consoles and has inspired the look of both action and RPG games ever since its launch. Although the *Zelda* series has had many imitators, none have ever captured the weird playability of the original.

To date, the best game in the series is the Super NES incarnation, *A Link To The Past*, but that looks to be swept aside completely by the Nintendo 64 version. *Zelda 64* has been a long time coming, and covered by more than its fair share of political intrigue. Originally scheduled to launch with the much-vaunted 64DD, the game will now appear first on cart, with a DD version to follow. This is good news for N64 owners, but possibly not so good for the future of the 64DD.

The game features a fully realized 3D world, with *Mario*-esque characters and landscapes. Link — the hero of the piece — is armed, as before, with a great big sword. He can power up the sword, as well as his magical abilities by exploring caves, villages, caverns and even lakes. Link has a massive number of new abilities in this incarnation. He can climb, swim, run, jump and generally do everything Mario can do and more!

Talking to other game characters reveals power ups and new plot twists, but the real beauty of the game is the range of puzzles you have to solve. In many respects, *Zelda 64* has echoes of *Tomb Raider*. The lead protagonist adventures in a similar world of monster-filled, platform-rich [illegible] be



1 Link shows off badass swordsmanship.
2 And then of course, there's his jumping.



Link practices his brilliant and deadly new overhead sword swing.



Showing off the light sourcing, Link's shadow precedes him into a hallway.



The new Link is a fully developed 3D character with a less cartoon-like appearance.



Multiple attacks are common, and Link has to use all of his skill to fend off these beny fellows. Fighting breaks up the exploration a lot.

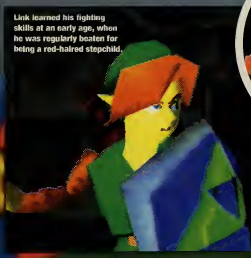


Kate Moss [illegible] what happens when you live on a diet of celery and water.





Aieee! A bizarre gold-plated bad guy from Hell!

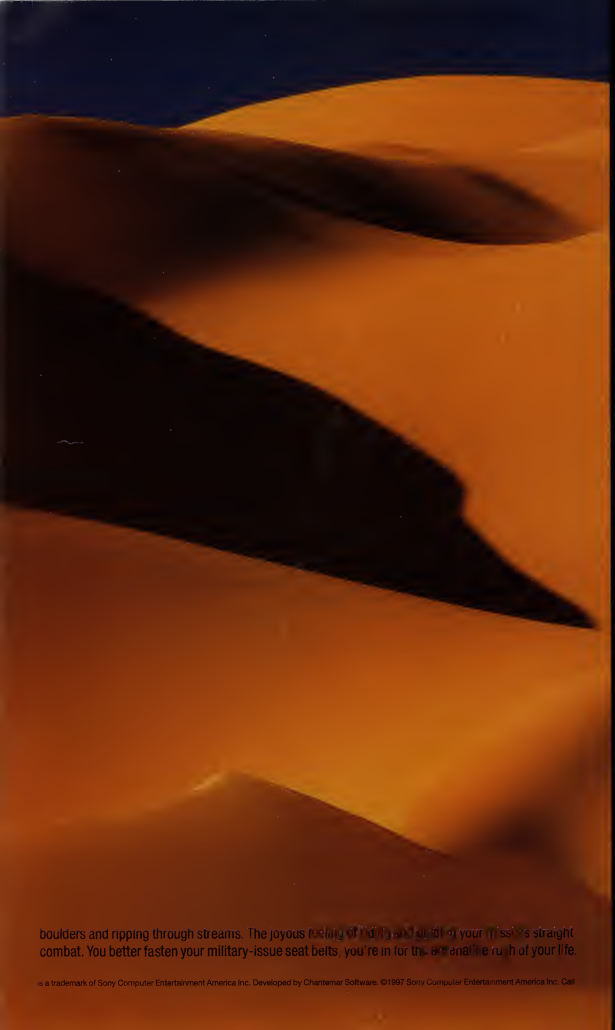


Link learned his fighting skills at an early age, when he was regularly beaten for being a red-haired stepchild.



Ah, the smell of napalm. The thrill of tearing across 10 different treacherous 3D battlegrounds. The exhilaration of climbing over into enemy targets. Not to mention the beautiful sound of your arsenal blowing away tanks and downing helicopters in head-to-head

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boulders and ripping through streams. The joyous feeling of riding shotgun of your missiles straight combat. You better fasten your military-issue seat belts, you're in for the adrenaline rush of your life.

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SYSTEMS: PLAYSTATION
PUBLISHERS: ACCLAIM
DEVELOPERS: PROBE
RELEASE DATES: DECEMBER

Batman & Robin

Holy texture-mapped polygons, Batman!

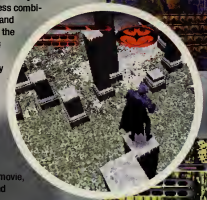
The caped crusader has had a long and checkered history with videogames, starting way back on the 8-bit NES, and the only thing that all of these games have had in common is that they were utter crap. Acclaim has been responsible for many of these fecal showings and they nearly went down the toilet with *Batman Forever* (one of the big reasons Acclaim lost 190 million dollars). However, behind the success of *Turok*, Acclaim is back and from what we've seen, Batman has finally arrived in style.

England-based developer Probe, maker of *Die Hard Trilogy*, has been given the task of creating a compelling *Batman & Robin* videogame. The game takes place in a virtual Gotham City that was created using the actual blueprints from the movie. The fully 3D game is a seamless combination of driving and fighting, that has the player navigating the streets of Gotham City to try and foil the next evil crime. The game will take place in three real 24-hour days, which will have the dark knight taking on villains from the movie, like Poison Ivy and Mr. Freeze.

The gameplay is going to be a combination of puzzles, action, and driving that finally takes advantage of the Batman license. A typical gameplay scenario is that you get a call that the museum is being robbed, then you hop in the Batmobile and race to the scene of the crime. If you take shortcuts and get there quickly, you can arrive before the crime and ambush the enemies. However, if you arrive late, the crime could be over and you'll have to investigate the clues to find out what the next target will be. The graphics already look amazing, now if the gameplay can live up to its promise, then the game may actually be better than the movie.



The graphics are already looking incredible! Just check out the detail in the characters.



Apparently there will be some traditional platform jumping as well.



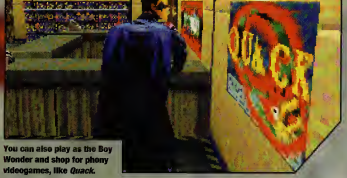
What would a virtual Gotham City be without a Batcave?



Look, it's Robin's favorite Deli, 'Holy Pastrami, Batman'.



The same enemies from the movie are in the game.



You can also play as the Boy Wonder and shop for phony videogames, like *Quack*.



1 'Ice to meet you' 2 The dramatic camera angles and dark graphics really give the right look to the game. 3 The real trick is going to be combining the driving and running around, but Probe has experience *(Die Hard Trilogy)*. 4 Looking for clues is one of the key points of the game.

http://www.ultragp.com

Rascal

SYSTEM: PlayStation
PUBLISHER: Psygnosis
DEVELOPER: Traveller's Tale
RELEASE DATE: September

This little guy is no plumber, but he's got plenty of attitude

Psygnosis' first attempt at a platform game has been trusted to the capable hands of Southport, England-based Traveller's Tales. This experienced development team has been behind platform giants like *Sonic 2* and *Mickey Mania*, however, this is its first real attempt at a PlayStation game, which is something you certainly can't tell by looking at it.

The main character in *Rascal* has yet to be unveiled, but is being created by the infamous Jim Henson's Creature Shop and promises to be some sort of backwards-hat-wearing kid with an attitude. What has been revealed is a technological wonder that makes other PlayStation games look like they were done on a SNES. The game runs in the PlayStation hi-res mode and runs at a phenomenal 60 frames per second. This results in a crisp, smooth look that no other PlayStation game can even touch. In fact, *Rascal* looks so good that it's hard not to draw direct comparisons to Nintendo's 64-bit plumber. What sets the look off even more are the special effects, like real-time reflections on gold, silver, and floors. In one room there are two gold shields that accurately reflect every object in the room and shine as bright as a king's treasure.

Of course, looks aren't everything and that's why the developers have been and will continue to focus on tight control, and the same fast-paced action that players expect from a platform game. The game features seven different areas and each one of these areas has a past, present, and future. For example, in the past, the castle warp is a medieval castle, but in the present it is a museum. All of the levels do the same thing and the enemies are updated as well, to give the game variety and familiarity all in one. Rascal can perform all of the typical platform maneuvers, including climbing, swimming, jumping on heads, and shooting a time gun. Instead of killing the enemies, Rascal shoots them with a time gun which warps them into what will eventually be the final level. The different warps we saw are the Aztec, Atlantic, Castle, Ship, Wild West, and Prehistoric. The variety in scenery is very impressive.

There is no doubt that *Rascal* will be turning some heads this holiday season and, if the gameplay can be at least up to a game like *Mickey Mania*, then this could be a classic.



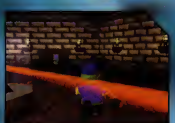
Evidently wearing a baseball hat backwards means you've got plenty of 'Food'. Geez, who knew?



The main character still isn't final, but we're told he will look something like this.



At 60 fps and using every trick in the book, *Rascal* could be the best looking PlayStation game yet.



One level has Rascal avoiding infrared security system, while trying to sneak through a museum in the future.





Rascal comes only armed with a time gun that teleports enemies to a future level, where he must meet them again.

The light sourcing and effects in the game give a great visual backdrop.



Another level has Rascal on a rocking boat. Quick reflexes will have to get the player through the sliding cannons and swinging hooks.



Sometimes even guys with 'Food' have to walk downstairs, though...



Enemies like this wicked cook are comical and beautifully created.



Hello. Just wanted to let you in on how crazy things have been around here with the kids. Andy brought this new game-enhancer-thing home (as if those games weren't enhanced enough.) Since then, all he does is talk about these characters he runs into, mumbling something about total domination. Says this thing helps him find stuff. He thinks he's invincible, that he can do whatever he wants. Well, boys will be boys. Thank goodness, I've got Colleen.

Write back soon.

Love ya,

Muriel & Tom

Colleen ANDY.

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SYSTEM: PLAYSTATION
PUBLISHER: BEHAVIOUR INTERACTIVE
DEVELOPER: BEHAVIOUR INTERACTIVE
RELEASE DATE: SEPTEMBER

Jersey Devil

Mix one part Crash, one part Tomb Raider, and one part fun

Today, in this age of '3D, 64-bit' console gaming, it takes a lot to transform a straight-ahead platformer into something new and exciting. Crystal Dynamic's *Pandemonium* did it with a lot of flash and 3D-looking graphics. Sony's *Crash* did it with tight controls, colorful visuals, and a feisty character-driven plot. Now, Canada's Behaviour Interactive (formerly Ready Soft Inc.) is hoping to achieve the same impressive feat with its promising first title, *Jersey Devil*.

With gaming elements borrowed from both *Crash* and (surprisingly) *Tomb Raider*, *Jersey Devil* offers a challenging hybrid mix of puzzle game and platformer. In an attempt to avoid the restrictive feel and gameplay allocated to the more linear platformers, you'll be able to explore and interact with large 3D environments. The manually controlled camera will also allow you to view the action and terrain from any perspective, which will help you navigate through some of the trickier levels. Jersey Devil can punch, float, tailspin, and hop to get past obstacles and enemies. In order to progress in the game, you'll also be required to maneuver through deep, dangerous environments collecting letters (they spell out 'KNARF,' the name of your character's nemesis), finding secret areas, triggering switches and pushing boxes. Behaviour even promises more than 50 enemies!

You'll be fighting a host of bizarre monsters, from barking mummies to skeletal dinosaurs to hands that lunge from stone walls. And if that's not enough, there's also the matter of dealing with a mad scientist and his pumpkin-headed lackey. *Jersey Devil* promises to be not only a tough challenge, but pure entertainment, to boot.



Colorful backgrounds add depth to the cartoonish look of the playing areas.









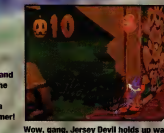
1 Sure he LOOKS like Bugs Bunny's evil twin, but he sure doesn't act like him. 2 This shot will give you an idea of the complexity of maneuvering around each level. 3 Finding hidden areas and items are integral to progressing from level to level. 4 Floating coffins add to the Halloween-ish atmosphere of *Jersey Devil*.



The high-quality animated intro is not only particular to many ReadySoft games, but gives you background on *Jersey Devil*'s story.



Each level will require you to figure out a solution for getting past seemingly insurmountable obstacles.



Timing, angle, and rhythm... all the necessary elements of a good platformer!

Wow, gang, Jersey Devil holds up walls real good! This guy's a pro...



A measly hundred pumpkins will get you an extra Devil.





In this shot, JD stands real still, hoping that you won't see him and push another button... clever!!



The mummified zombies have an affectionate way of grabbing and tossing you around.

SYSTEM: PLAYSTATION
PUBLISHER: PSYGNOSIS
DEVELOPER: PSYGNOSIS
RELEASE DATE: OCTOBER

Croc

Croc ain't no crock, if you know what we mean...

You know, it's no exaggeration to say that *Croc* has the smoothest, most solid 3D graphics yet showcased on the PlayStation. As a matter of fact, when we first crowded around this game, it looked more like a Nintendo 64 game than a PlayStation title. And to add to the drama of the graphics, is the fact that it kicks off every good platform game ever seen, creating a great new one on the process.

The game is actually programmed by Argonaut Software and is another arrow in the quiver of Fox Interactive, which so far has only one bad mark on its report card: the terrible *Independence Day*. Argonaut, you may remember, is the software house responsible for the original *StarFox* for the SNES. Argonaut's 3D experience is obvious in the gloriously solid visuals in *Croc*. Every creature, object and environment in the game is fully texture-mapped and totally convincing.

Now we have to get to the most important point here. This game is bad news indeed for fans of original concepts, but absolute heaven for *Mario*-jealous PlayStation owners. Why? Because Croc is Mario. Croc behaves like Mario, he runs like Mario, he climbs like Mario, he even butt-stomps like Mario. There are other moves in his arsenal, but they're all pretty Mario-esque. Like Sonic, his lifespan is dependent on the number of tokens he collects and, like Sonic, he can survive as long as he retains just one token (coloring/star...whatever).

Yup, Croc can swim too, just like Mario. He even uses the same two strokes as Mario. The underwater sequences are just as graphically breathtaking as those on Terra Firma. We'll say it again — *Croc* looks good enough to eat.

Even the music has a built-in sense of deja vu. It sounds a bit like Sega's *Bug* music, and maybe a little like *Sex*. It has to be said that the secret of making a good game these days is knowing which ones to rip-off and doing it right. *Croc* has a lot of original features to its credit, but it will sell on one major strength — it's the closest thing you'll get to playing *Mario* on your PlayStation.



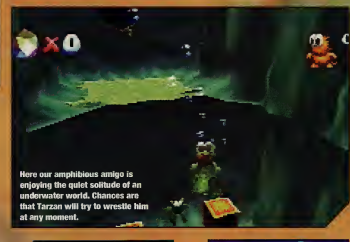
Again, *Croc* shows off its impressive depth.



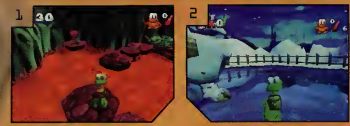
Like Mario, Croc can look in any direction he pleases, giving our hero a real 3D world to explore. Croc is down in a hole, losing his soul...



'Hello Kidz, I am Croc. I have an attitude and I like to jump. My life's goal is the pursuit of wealth. Fortunately, money is just laying around on the ground. Woo-hoo!'.



Here our amphibious amigo is enjoying the quiet solitude of an underwater world. Chances are that Tarzan will try to wrestle him at any moment.



1 One of the greatest features is the ability to gaze off into the distance — not something PlayStation owners often get the chance to do. 2 The Croc character takes up an entire Meg of animation. 3 All of these factors combine to create a fun game.



The boss creatures are just as impressive as the Croc. Lots of memory has been devoted to ensuring that the animation is as clean and impressive as possible. This is one of the few third party games we've seen that shows as much class as a Nintendo title.



Sure this game looks like *Crash Bandicoot*, but what game doesn't?

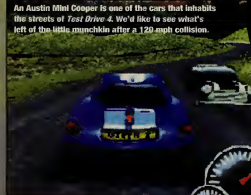
Croc is an accomplished broad jumper.

Test Drive 4

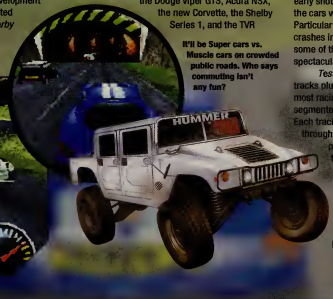
SYSTEMS: PLAYSTATION, PC
PUBLISHER: ACCOLADE
DEVELOPER: PITBULL SYNDICATE
RELEASE DATE: NOVEMBER



No running around in circles here. Segment tracks mean a number of interesting sights before reaching the finish line.



An Austin Mini Cooper is one of the cars that inhabits the streets of *Test Drive 4*. We'd like to see what's left of the little munchkin after a 120 mph collision.



It'll be Super cars vs. Muscle cars on crowded public roads. Who says commuting isn't any fun?

Another in the parade of racing games we're previewing this month, *Test Drive 4* comes with quite a pedigree. The team developing it, Pitbull Syndicate, is composed primarily of members from the Reflections development team that created *Destruction Derby* and *Destruction Derby 2*.

The basic concept behind the game is Super Cars versus Muscle Cars. Licenses for 17 cars have been acquired so far, which will allow gamers to drive exotic sports cars like the Dodge Viper GTS, Acura NSX, the new Corvette, the Shelby Series 1, and the TVR Cerbera, or for a different flavor, classic muscle cars like the Shelby Cobra, Chevelle, or the '70 Hemi-Cuda. There will be an undisclosed number of hidden cars in addition to the readily selectable cars as well. Even these early shots of the Viper GTS shows that the cars will be exquisitely detailed. Particular attention will be paid to the crashes in the game to make them some of the most detailed and spectacular ever.

Test Drive 4 is slated for six tracks plus one hidden track. Unlike most racing games, the tracks will be segmented instead of circular laps. Each track allows the player to drive through a variety of environments populated with normal surface traffic, cross traffic, police cars set to give chase, and even a train that must be avoided. The PlayStation version of the game will support the link cable in addition to split-screen, two player action.

Dungeons & Dragons Collection

SYSTEMS: SATURN, PLAYSTATION
PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
RELEASE DATE: 4TH QTR 1997

Although [illegible] based [illegible] by Capcom at the time of its [illegible], *D & D Collection*'s classic gameplay should appeal to 2D [illegible] gamers everywhere when it [illegible] the arcade and hits the Saturn. In the established style of *Final Fight* and *Double Dragon*, *D & D* swaps the urban setting of the [illegible] Hammer [illegible] medi[illegible] to play as one [illegible] (Fighter, [illegible] with [illegible] strengths and weak[illegible]

[illegible] come. For example, the Fighter, though strong and powerful in combat, cannot compete with the Elf for speed and dexterity.

Throughout the game, you'll also be able to take on multiple tasks and embark on different missions. When you complete a mission, you can upgrade your weapons or purchase new items, depending on how many treasures you've acquired on your journey. Throw in a lot of story-based text, a co-op 2-player option and colorful graphics, and you've got a game that arcade fans and Saturn owners should keep their eyes out for.



The attributes for each character are pretty obvious. If you're in for two-player action, it's even more fun.

You'll have a variety of enemies to fight and objects to attack with.



1 Mmmm... real big treasure chest...
2 The highly stylized arcade backdrops have some nice lighting effects.

Overboard

SYSTEM: PLAYSTATION/PC
PUBLISHER: PSYGNOSIS
DEVELOPER: PSYGNOSIS
RELEASE DATE: OCTOBER

Frankly, there aren't nearly enough games with pirates in 'em. Sure, there's *Monkey Island*, but there wasn't enough Jolly Rogering. Finally somebody has given us what we want from a Pirate game: sea battles with cannonballs and plenty of wackiness.

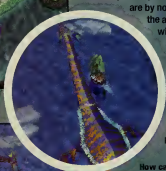
It's tough to compare this to any other game, because there really isn't anything quite like it. It has elements of *Joust*, *Gauntlet* and *Battlestations*, all rolled together into a simple, but fun shooter (of sorts). Although the boats are by no means speedy, the action certainly is, with cannons blazing and stuff exploding all over the sea. It's certainly not a game for landlubbers. The graphics, while simple in concept, are beautifully drawn and animated. The ocean looks wet and shiny, as it should, and the ships are tiny masterpieces. Controls take a little while to get used to, but once mastered, the game really starts to open up. *Overboard* is one of those rare titles, like *Lemmings* or *Tetris*, that can come from nowhere and take over the world. You just have to like pirates, that's all.



Overboard makes being a pirate more fun and a hell of a lot less dangerous.



Woohoo! It's time for a little pillaging.



How can a game with sea monsters, plundering, and tiny little ships go wrong?



The subtle visual details are very obvious when you see the textures of the water and the colors on ol' Nessie.



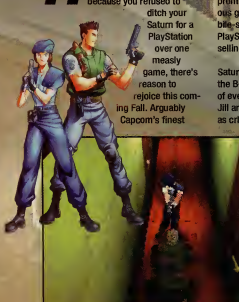
Pretty, rather than spectacular, graphics help show off *Overboard*'s rather remarkable gameplay.

Resident Evil

SYSTEM: SATURN
PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
RELEASE DATE: FALL 1997

Hey, if you've never played *Resident Evil* simply because you refused to ditch your Saturn for a PlayStation over one measly game, there's reason to rejoice this coming Fall. Arguably Capcom's finest game ever is making tracks for the Saturn, over a year and a half late, but promising to wing with it all the glorious gore, wacky dialogue, and blue-spouting zombies that made the PlayStation version one of the biggest selling titles of '96.

With a slightly remixed port over, Saturn owners will be able to wallow in the B-movie, vocal 'non' -acting stylings of everyone's favorite thespians: Barry, Jill and Chris. And the graphics are still as crisp and detailed as ever, as they dodge hairless rabid canines, gun down mutated fleshy behemoths, and blow away slimy frog creatures.



Controls seem a little smoother, which is helpful in pumping this bothersome creature's noodle full of ammo. Jill Valentine's brand full.

The controls are even a little easier to manage than on the PlayStation version. But the inevitable question remains... does this mean that *Resident Evil 2* may be following shortly in time for the holiday season? We'll keep you posted.



'That' zombie is back in all his cinematic glory.



1



2



3

1 The background graphics look as sharp as ever in the Saturn version of *Resident Evil. 2* Sets and level designs haven't lost any of their edge and are opening up to a whole new host of gamers. 3 We're willing to bet money that Chris Redfield's sporty coif is highly flammable, making this a dangerous situation, indeed.

Pandemonium 2

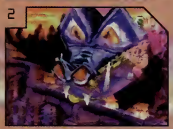
SYSTEMS: PLAYSTATION, PC
PUBLISHERS: CRYSTAL DYNAMICS
DEVELOPERS: CRYSTAL DYNAMICS
RELEASE DATE: NOVEMBER

The original *Pandemonium* was one of the sleeper games of last year that kind of slipped by without much notoriety, yet it's still one of the games that gets played around the office. *Pandemonium 2* is going to be more of the same, but some trippy new level design and new camera perspectives should make *Pandemonium 2* even better.

The main characters, Nikki and Fargus, have returned, but now they are older and Nikki has grown up quite nicely (va va voom!). The gameplay is still track-based, but there are many more paths that can be taken and anything that can be seen can be reached. Both the PlayStation and the 3D accelerated PC version are beautiful graphically and promise to offer some of the better platform gaming this holiday season. Stay tuned for further details.

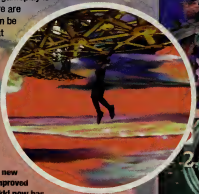


1



2

1 New gameplay elements keeps players on their toes. 2 Huge bosses, like this dragon, look incredible.



The new and improved Nikki now has some sex appeal and a new climbing maneuver.



With a greater choice of paths, the game should have more replay than the original.



The levels are steep and huge. The camera movement really shows this off.

SYSTEM: PLAYSTATION
PUBLISHER: ELECTRONIC ARTS
DEVELOPER: EA CANADA
RELEASE DATE: 4TH QTR 1997

ReBoot: Countdown To Chaos

Derived from the CG-animated television series of the same name, *ReBoot: Countdown to Chaos* is EA's latest foray in the 3D action shooter genre. You'll be able to control a Guardian, named Bob, who must save his world (a massive, motherboard universe called Mainframe) from a robot known as Megabyte. Bob will be able to traverse the environment on his trusty, fuel-powered zipboard, allowing for fast action gameplay and glossy level transitions. He'll be able to use an on-screen 3D proximity detecting radar mechanism that will enable him locate enemies within a certain range, among other weapons and high-tech gadgets.

Along with the action/shooter orientation of *ReBoot*, there is also promise of interaction with other characters. With a horde of enemies, eight bosses, and 21 levels, *ReBoot* looks like it may be able to deliver fast-paced action and high graphic quality.



We hope that this is a boss character and not just a regular enemy. If so, Bob's in trouble, boys.

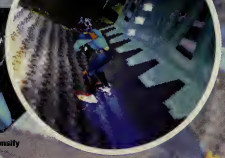


Level design and background graphics give a feel of sheer expansiveness.



This flying nightmare is just an example of some of the creative enemy designs in *ReBoot*.





Bob's zipboard not only propels him from one confrontation to the next, but should speed up gameplay.

The slight shifts in camera angle intensify the action.

http://www.ultragp.com

SYSTEM: PLAYSTATION
PUBLISHER: SONY
DEVELOPER: SONY INTERACTIVE STUDIOS
RELEASE DATE: SEPTEMBER

CART World Series

Sony gears up with an impressive Indy Car sim

The same team that created *Rally Cross* is hard at work on *CART World Series*, which will be a simulation of the CART racing circuit.

For those that don't know, Championship Auto Racing Teams (CART) is Indy Car racing and features all of the top auto racing teams, like Penske, Rahal, and Newman-Haas. The teams and their top drivers, the likes of which include Michael Andretti, Al Unser Jr., and Paul Tracey, compete on a world circuit of 17 races with the points leader winning the cup. Sony is creating a simulation of this high profile sport. The game will feature ten tracks (Homestead, Surfers Paradise, Long Beach, St. Louis, Milwaukee, Michigan, Vancouver, Monterey, Toronto, and Rio de Janeiro) that were designed using the real blueprints from the tracks. All of the real teams and real drivers will be present, or you can create your own driver. There will even be stats, like lap times, kept through the season.

There will be four gameplay modes, three difficulty levels, four camera angles, varying weather, and a split-screen, head-to-head mode. Another key to *CART* is the realistic car modification, pit-stops, and collision. The cars actually take on full damage in the simulation mode, so if you're too aggressive, you're out of the race and lose the points. Gear heads will appreciate the ability to adjust weight distribution, tire pressure, and camber adjustments and the arcade racer will appreciate the gorgeous graphics and high-speed racing. This is Sony's answer to *Andretti*, and it already looks superior.



The graphics are ultra smooth and the game really flies.



Realistic road tracks, like Vancouver, are the most fun.



The attention to detail ensures that every team is represented with the proper stickering on the cars.



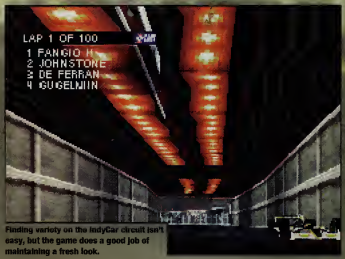
The in-car view puts you right on the track.



With twenty other cars on the track, passing is anything but easy.



The overhead view is almost a different game on its own.



Finding variety on the IndyCar circuit isn't easy, but the game does a good job of maintaining a fresh look.







1 Pit stops are key in the simulation mode — time it wrong and it's a sure loss.
2 The TV style presentation is top notch.
3 The real damage means that crashing other drivers into the wall isn't always a good idea.

SYSTEMS: PLAYSTATION
PUBLISHERS: CORE
DEVELOPERS: EIDOS
RELEASE DATE: DECEMBER

Tomb Raider 2

Lara looks better than ever in the most anticipated sequel of the year

Just a few months back, ***UGP*** brought you the first (not to mention most detailed) information on *Tomb Raider 2*. Now we are going to continue to update you on the progress of this amazing title. This month we had a chance to get our hands on Lara and make her do her thing in one of the new levels.

The level was set in Venice and featured the usual expansive territories to explore, walls to climb, and water to dive in. Some of the new elements of the game are that Lara will now be able to climb up certain surfaces, shoot a harpoon underwater, and use flares to see in darker areas. The climb is just another way to discover hidden areas and reach the eventual goals of the level, while the harpoon gun and underwater gear allows for an even greater adventure below the surface. But perhaps the most exciting new element we saw were the flares. The flares can be held onto (below and above water) or thrown ahead. They illuminate a small area and must be used wisely in order to navigate some of the darker areas in the game. Another amazing new feature is that the game will turn from night to day while you play. In other words, if you spend too much time in one area, you may end up stumbling around in the dark unless, of course, you've got some flares.

There will be many more human enemies in *Tomb 2*.

The play control is almost exactly the same, but *Tomb 2* will feature a much greater variety in levels that won't all be tombs. Another big difference is that the enemies will not all be animals. There are going to be many more human baddies.

There is no game around the office that is more anticipated than this one. Keep coming back to these pages for the latest and greatest on Lara's lovely new quest.



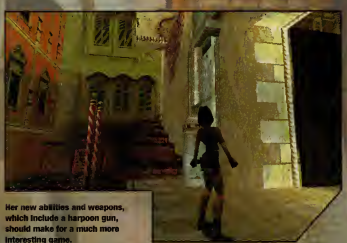
1-2 The enemies will also fight smarter and die easier than in the first game.



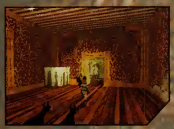
The only playable level was Venice. It is an amazing level visually, with tons of stuff to explore.



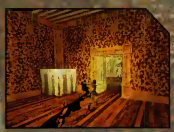
Lara won't always be in tombs this time around, but she'll still be able to climb on top of anything she wants.



Her new abilities and weapons, which include a harpoon gun, should make for a much more interesting game.









Tomb Raider 2 promises to have much more action than the first. Here we see Lara taking out a human enemy while being chased down by two hungry wolves.

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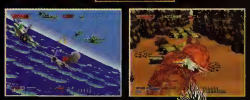






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SYSTEM: PLAYSTATION
PUBLISHER: PSYGNOSIS
DEVELOPER: PSYGNOSIS
RELEASE DATE: TBA

F1 '97

Although *F1 97* is shaping up to be the most complete Formula One simulation ever made, it is going to be lacking one very important feature: a serial linked, two player race game. Psygnosis feels (apparently) that this game is pointed squarely at simulation fans with one TV, who don't necessarily need the action of head to head buddy-bustingly.

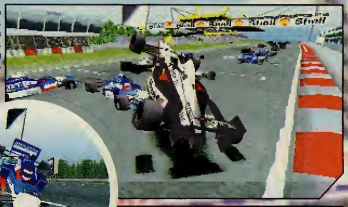
On the upside, the graphics look even better than when we last glimpsed the game, with virtually no clipping or bleeding problems (which surfaced a lot on the first version). *F1 97* also has even faster loading and slightly better presentation than before. The amazing inclusion of an adjustable split screen, two player mode (Vertical or Horizontal) is enhanced by the incredible detail and sheer depth of options.

Sound effects, music and steering controls have all been updated and improved for the latest incarnation and more importantly, there are lots of new tracks to race on. Perhaps the most important fact for slim fans though, is that the game will feature the updated 1997 drivers and cars. Should be fun.



Texture maps and track layouts have all been spruced up and improved for this sequel. Yeehawl

The graphics have been improved dramatically. Smoother, faster and less glitchy than before. PlayStation programming is becoming a fine art...





Crashing is now a major feature of the game, something that was missing originally.



Alert! This would be so cool if two people could play at the same time. And they can!

SYSTEM: PLAYSTATION
PUBLISHER: SCEA
DEVELOPER: SONY INTERACTIVE
RELEASE DATE: TBA

Porsche Challenge

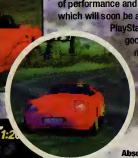
Earlier this year, Porsche stunned the motoring press by releasing the road version of the Boxster concept car. Not only is it the most dramatic (and possibly best) looking new Porsche in years, it's revolutionary mid-engine design broke away drastically from Porsche's previous rear-engine efforts (apart from the bizarre front-engine 928). The mounting of the engine gives the car all sorts of performance and handling features, which will soon be available to every PlayStation owner in the good old U.S. for a mere fifty bucks.

Porsche Challenge was originally developed with the European market in mind, but when Sony US saw the finished product, it was overwhelmed and saw no choice but to release the game here. This is fantastic news for PlayStation driving fans. The game's only real limitation is that all the cars are identical (different colors, obviously), but they do get hard-tops in the split screen, two player mode.

The game has easily the sharpest graphics of any racer to date. Animation and backgrounds are completely immersive. You'll think you're really driving a Porsche. A stunner, a marvel, a real reason to buy a steering wheel peripheral. Look for a review soon.



Mmm, red. They look terrible in white, though.





Absolutely the cheapest way to drive a Porsche. There is no substitute.

Draw in is minimized by well designed tracks, with lots of hills and stuff to test your crazy driving skills.





The split-screen mode never slows down, largely thanks to the animation-savvy, hard-top, 'no need for a driver' animation.

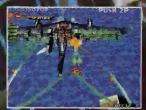
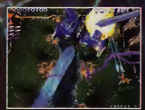
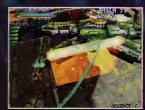
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SYSTEM: PLAYSTATION
PUBLISHER: PSYGNOSIS
DEVELOPER: PSYGNOSIS
RELEASE DATE: OCTOBER

Colony Wars

This is best described as Star Wars on steroids

One of the oldest genres in all of videogames is the space shooter, but since the early days of *Defender* not much has been done to take the game to the next level, that is, until now. *Colony Wars* is an epic 3D space battle starring you as the predictable rookie, however, nothing else about this game is predictable at all.

According to the developers, the biggest challenges in creating a 3D space battle game are generating a sense of motion and keeping the player from getting lost. To create the feeling of speed, *Colony Wars* maximizes every trick in the PlayStation to create flashing stardust and surreal effects that have to be seen in motion to be believed. The detailed 3D map in the bottom corner of the screen is a great help in keeping the player from becoming lost in space, but even more helpful are the colorful nebulas, moons and various backgrounds that serve as landmarks.



The two different views both work great. The exterior view allows you see the detailed ships.





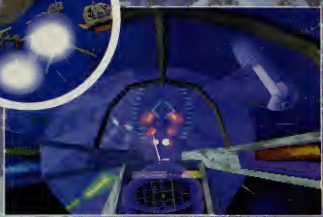
The high-polygon count ships in the game were all created using SGI workstations.



The special effects in *Colony Wars* are of *Star Wars Special Edition* quality.



The interior view gives a much greater sense of speed and really being in the cockpit.



The story in *Colony Wars* is as deep or as shallow as the player cares to know. The sci-fi freaks will have access to all of the twisted plot, planetary alignment, and moral messages while the arcade gamer can just enjoy the fast-paced beautiful action of space battle. There are over 70 missions in total, and they are set-up in a non-linear format which rewards or punishes the player for performances on the previous mission. The game puts the player in the middle of a massive space battle, it isn't one man vs. the world. Instead, it's one piece of the war that the player partakes in. With six different endings and a nearly endless variety of paths to those ends, *Colony Wars* promises all of the depth any gamer could desire. The story is set-up with a variety of rendered FMV sequences and is continued in game with enough dialogue to fill 2 CD's.

Our visit to the developers in Liverpool, England, gave us an opportunity to play the game and speak to its creators. Andy Satherwaite (formerly producer on *WipeOut XL*) showed great enthusiasm and confidence when he offered up, "This will be the best space game ever, period!". From the gorgeous 3D graphics, phenomenal effects, and deep gameplay we've seen, there isn't anything we can say to the contrary.

The many different ships in the game are all incredibly detailed and some are just plain huge.



The 3D map ensures that the player is never lost in space.







1 One of the missions has you taking on a fleet a huge cruisers for an amazing battle. 2 Flying up close and around the huge cruisers gives you an idea of the scale. 3 The star dust whizzing past gives *Colony Wars* a great feeling of speed, something that is difficult to do in space.

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SYSTEM: NINTENDO 64
PUBLISHER: OCEAN OF AMERICA
DEVELOPER: GENKI/IMAGINEER
RELEASE DATE: FALL 1997

Multiracing Championship

Ocean gives Namco a run for its money

Although *Ridge Racer* clones pop up with almost alarming frequency on other systems, *Multiracing Championship* is the first to rear its not-so-ugly head on the Nintendo 64. As a matter of fact, it finds itself in the enviable position of being the first good car racing game available on the system, period. *Multiracing* is a joint effort between Genki and Imagineer, and has the distinction of being one of the first games announced by a Japanese third party.

The game carries a lot of baggage from *Ridge Racer*, but it also has strong elements from *Sega Rally*. The use of powersliding and varying surface terrain lift this title way above any other N64 driving game currently available. Gameplay is as subtle as it is frantic.

The wide variety of courses open to the player (including cities, forests and desert) is further enhanced by the inclusion of multiple paths. Shortcuts can help cut valuable seconds off your laptimes, but you have to learn all about the cars and all about the terrain before you even attempt a sneaky route.



1 The tunnel — a stalwart it seems, of every racing game ever made. 2.This tunnel however, hides a secret shortcut; one of the many features unique to *Multiracing Championship*. 3 The right vehicle for the terrain — an off-road car for an off-road track. 4 And yes, a street racer for a street-intensive course.



The car models are pretty impressive. Even the reflections on the windows change.



Again, subtlety plays a valuable role in this game.

Each vehicle has its own strengths and weaknesses, slight on good road surfaces, but dramatic in more hazardous conditions, like snow or grass. It genuinely requires real skill to master each vehicle. The N64 analog pad is put to good use, allowing slight or dramatic spins of the wheel, depending on the angle of the turn. You can also force a powerslide without applying the brakes, very useful for shaving those times.

The courses are well designed, with plenty of banks, jumps and chicanes to max out your skills. The graphics also reflect this good design. The N64's 'look' is almost eclipsed by these tight, arcade quality visuals. It's difficult to express just how smooth and fast this game looks.

At this point, the only game that even comes close to this is Nintendo's own *Wave Race*. Nothing else can match this in terms of either graphics or gameplay. The useful and theoretically essential inclusion of a split screen mode, with little or no slowdown, is a real bonus. Great looking stuff.



The cars tilt, roll and crash, just like real vehicles, but without the insurance stuff.



A real sense of speed and competition drives the pace of the game.



Forks in the road can lead to either disaster or victory. Learn the best route through a course.



The two player mode features a slinky, smooth split screen, which narrows your field of vision, but is enormous fun, certainly more so than the decent one player mode.

SYSTEM: NINTENDO 64
PUBLISHER: KONAMI OF AMERICA
DEVELOPER: BOSS GAME STUDIOS
RELEASE DATE: SEPTEMBER

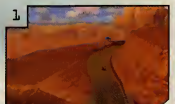
Top Gear Rally

Nothing compares to diggin' dirt out of body orifices after a day of rally racing!



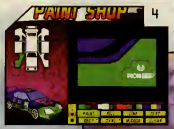
Though the automobile racing game genre has traditionally been a corner stone release of any new system, the Nintendo 64 has so far been saddled with the embarrassingly deficient *Cruisin' USA* as its only representative of the genre. That circumstance looks to change in the near future as a number of racing titles are in the works for the N64. Of this group, *Top Gear Rally* looks to be one of the best of the coming crop because of its impressive graphics that do a commendable job of utilizing the power of the N64.

The Saturn has *Sega Rally Championship*, the PlayStation has *Rally Cross*, and now the Nintendo 64 fights back with *Top Gear Rally*.









1 The tracks in *Top Gear Rally* are expansive and show off the graphic power of the N64. 2 Rally driving isn't a widely known sport in the U.S., but gamers will appreciate its unique challenges. 3 Start the game with a choice of two cars, but there is a total of eleven cars available in the game. 4 The Paint Shop option allows the player to customize the appearance of car and save it to a memory card for future use.

Although *Top Gear Rally* is slated to have only three-lap races and five tracks to race on, each track is huge. To enhance the racing experience, the tracks also feature multiple environmental elements during a race, the ability to venture off the main road, and alternate routes/shortcuts. There will be a Jungle, Desert, Strip Mine, Coastline, and Mountain Track, with the player driving through elements like rain and snow, and even driving at night. The N64's bag of effects tricks is put to good use here, as the dust clouds and reflective pools of water in the game are quite convincing.

Even with the work in progress that we saw, the game was moving at a fast and smooth 30fps with little terrain pop-in. The player will compete against 11 other computer-controlled cars.

Play modes include Championship, Arcade, Time Attack, and Practice, which should satisfy most gamers' particular tastes for a racing game. There is also a two-player, split-screen mode which was running at 30fps (albeit with considerably more draw-in) in the version we saw. The frame-rate may be reduced to 20fps in the release version of the game in order to eliminate the pop-in problem.

Rides for the player will be two selectable Rally cars at the beginning of the game, with seven other cars becoming available as the game progresses. There are also two hidden cars for a total of eleven vehicles. Cars will show damage on screen, but it has yet to be decided whether this will affect the vehicle's performance. We'll have more on this one later!



The elements play a major role in *Top Gear Rally*. Racing in the snow, rain, or even at night, all bring different challenges and experiences to the game.



What's a race game without tunnels? The stone head guy gets thrown in for no extra cost.



Hey! You didn't pay the toll!







SYSTEM: SATURN
PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
RELEASE DATE: 4TH QTR 1997

Marvel Super Heroes

Near the end of this year, Capcom is bringing yet another one of its arcade hits home. *Marvel Super Heroes* looks and plays smoothly, with rich and colorful backgrounds highlighting the comic book origin of the game's ten characters. All the good stuff is still here: mix and match combos, fast, fluid movements, crisp, detailed character designs, mid-air juggling, and of course, special powered gems, the newest feature in this quasi-sequel to *X-men: Children of the Atom*.

The main attraction of *Marvel Super Heroes* in the arcades was the ability to create your own combos without the cheese factor of one-button specials. String combos, super jumps, and gorgeous graphics are just some of the standard features packed in with the console version. They'll be sure to please *MSH* fans and newbies, alike.





1 The gang's all here and they're ready to spread warmth, good feelings and some grievous bodily harm. 2 Gems can power up your fighter and give them heightened abilities and special attacks.

The animations and visual style of the game are top-notch. Check out Iron Man's special!



Two of the more bizarre characters in the game are Blackheart and Shuma Gorath.

We don't know all of the gameplay modes that will be available in *MSH*, but two-player is a given.



SYSTEM: PLAYSTATION
PUBLISHER: ACTIVISION
DEVELOPER: ACTIVISION
RELEASE DATE: 1ST QTR 1998

Pitfall 3D: Beyond The Jungle

Back in the ancient times of the Atari 2600, *Pitfall* was one of the games that put Activision on the map. Multiple screen levels and vine swinging were hot stuff back then and adding an Indiana Jones-type character and storyline made for exhilirating gameplay. Pitfall Harry made a return appearance during the 16-bit era with his *Mayan Adventures*, but the first game was still probably the best. In the hopes that lightning strikes twice, Activision is bringing Harry out of retirement and constructing a 3D world for his adventures.

Familiar dangers will make a return, along with new challenges. Activision seems reluctant to lose the old-style gameplay elements and is wavering on how much 3D is actually going to be emphasized in *Pitfall 3D*. It'll be interesting to see what they'll finally come up with.



They're baaaack! If there's scorpions about, you've got to figure those damn crocodiles are around somewhere.

1 Emphasize the 3D when you say *Pitfall 3D*, but the game certainly has a 2D platform game feel to it.. 2 Vine swinging was the best part of *Pitfall*. Now *Pitfall 3D* lets you swing in any direction.

A little Grecian Formula here, a few sit-ups there... Pitfall Harry's looking good after all those years.



Gameplay seems weighted towards action and platforming, but puzzle elements, like this mysterious 'invisible' bridge, show up now and then.



SYSTEM: PLAYSTATION
PUBLISHER: NAMCO
DEVELOPER: NAMCO
RELEASE DATE: AUGUST

Time Crisis

Finally! A game that lets you duck!!!

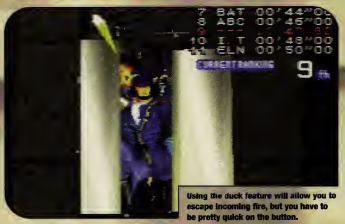
With so many gun peripherals available for the PlayStation, it's surprising that there aren't more shooting games for the system. Another surprise is that this latest, and possibly greatest, shooting game from Namco, is incompatible with all preceding PlayStation guns. Yup, if you wanna play *Time Crisis*, and believe us, you do, then you're gonna have to buy your gun from the Man (Mr. Namco that is).

Although this sounds suspiciously like a CIA plot, it's actually good reasoning. *Time Crisis* involves a little more than blasting and reloading. For the first time in a shooting game, you get to duck, rather than simply absorb bullets with your manly chest. In the arcades, this was accomplished by pressing and releasing a pedal. On the PlayStation, there's a special button on the Namco gun.

Namco is kindly supplying the gun bundled with the game (no price point has been announced at this time) and it has to be said, it's a fabulous gun. Cooler looking and more solid than either Konami's or Sega's, the gun is also super accurate, thanks to a widget that directly connects to your PlayStation's video output for stunning calibration. The gun we saw was black and realistic enough to make a small-town cop fill his drawers, so there's every chance the color will be changed to something less emotive, like gray. Whatever happens, it'll still be cool.

Guns aside, *Time Crisis* offers lots of new things. A plot, real atmosphere and the ducking, which adds immense playability. The graphics, although chunkier (slightly), are almost completely faithful to the arcade and just as smooth. Played on a big screen TV, *Time Crisis* looks like a movie, not a game. Easily one of the best uses of polygonal graphics to date, outshining the marvellous, but messy, *Die Hard Trilogy*.

We're real excited about *Time Crisis*, and the only thing that could rain on our little parade would be an exorbitant price point. With Sony's generous new pricing policy, that seems less and less likely. Looks like it's going to be a gun-crazed fall for kids all over America. Lightguns, that is, of course.



Using the duck feature will allow you to escape incoming fire, but you have to be pretty quick on the button.



The presentation in the game is excellent, with a real plot and maps of the widely varying levels.



The cleverly designed levels make each new scene a different challenge.

A lot of the tension in the game derives from not knowing what lurks around the next corner.



The enemy characters in the game are animated so well, a lot of the game looks like FMV from a distance.







1 The early levels, like the warehouse, are good training for later challenges. Learning to use the light gun properly takes a few tries.
2 Boom! You take on a huge and hardy helicopter. Yes, it does take more than one shot.
3 Glorious colors, smooth animation and great graphics throughout make *Time Crisis* a near-cinematic experience.



Objects in the background move around, like this forklift, changing the nature of the blasting in the process.



Try to avoid shooting good guys. They're never grateful and they tend to die easily.

Blasto

Will Sony's completely original character-driven title be the Next Big Thing?

SYSTEMS: PLAYSTATION
PUBLISHER: SONY
DEVELOPER: SONY
RELEASE DATES: OCTOBER

With a year and a half in the making, Sony is gearing up to hit gamers with what they hope will be the PlayStation title of the year, *Blasto*. Born from original character sketches created by an in-house development team, *Blasto* has been nursed into full blown 3D realization spanning a futuristic universe full of crazed aliens and pouting damsels.

The *Blasto* team at Sony emphasized the need for a game that fleshes out the future in a lighter, sillier way, rather than as the apocalyptic bleakness all too common in the videogame market. If anything, the game's characters and storyline flashes back to the wacky Warner Brothers' artistry and feel that ruled the Saturday morning cartoon routines of youth. As an example, Blasto saves *Blasto* Babes throughout the game (lip-sticked ladies in star-spangled bustiers) in order to receive special weapons or items. Not exactly what you'd call an 'enlightened' gameplay feature, but this detail stays true to *Blasto*'s main appeal: over the top humor. Blasto's voice has also been provided by Saturday Night Live funny man, Phil Hartman

The *Blasto* team has developed the game with a desire to break all barriers when adventure [illegible] by pushing the envelope [illegible] movies of sound, [illegible]ay, and level design. An all new sound program using MIDI controller values was created especially for *Blasto*'s BGM. Also, the entire game will stream completely off the disc, making loading time either non-existent or completely minimal. This feature is especially impressive when you realize just how gigantic the maps in *Blasto* are. Puzzle features, mixed in with high-level [illegible] propel the game's core adventure onto new levels of 3D exploration and strategy. With bright environments, 30 fps, and huge playing fields, Sony is shaping *Blasto* up to be a game to be reckoned with.





Once again, the bathroom is safe from small aliens, thanks to Blasto.





Oh, wow! Dig that crazy light sourcing!



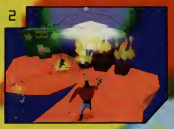
This shot should give you the limitless gameplay feel that the creators are definitely going for.



I said I don't want anymore of your Reese's pieces, you little green freak!



1



2

1 The adjustable camera angles enable the gamer to get the best view of the action. 2 Sony promises lots of destructive weapons and spiffy death scenes.

The enemies will require you to use your head before your gun.



1



2



3



4



The bright, candy-colored backdrops are supposed to give off that cartoonish mood.

1 *Blasto* includes lots of puzzle play. 2 Vertex lighting, reflective mapping, over 4000 polygons per frame... what more could you ask for? Fun, maybe? We'll have to wait and see on that one. 3 The water levels aren't fully done yet, but there's lots of potential. 4 Expect a lot of wide open space, since Blasto's emphasis is on exploration.

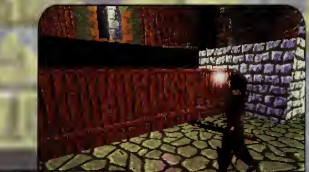
SYSTEMS: PlayStation, PC
PUBLISHER: Eidos
DEVELOPER: Eidos
RELEASE DATE: September

Deathtrap Dungeon

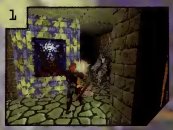
Blood, guts, swords, sorcerers, and demons — what more do you want?

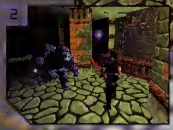
The creator of the *Fighting Fantasy and Games Workshop* books, Ian Livingstone, has allowed his *Deathtrap Dungeon* series to be made into videogames by *Tomb Raider* publishers, Eidos. The first of these games is *Deathtrap Dungeon*, which will be making its gory entrance to the marketplace this fall on the PlayStation and the PC.

The game is a third-person action/adventure with some minor RPG elements. In other words, the player controls either a male or female character and takes them on a bloody quest for treasure, experience points, and ultimate defeat of evil. All of the battles take place in real time and require precise timing and quick reactions, but reflexes alone will not get you through this game. Instead, there are a number of small puzzles, keys to find, and people to talk to. Other games have tried combining these elements before and have come up short on all ends. However, *Deathtrap Dungeon* makes no bones that it is an action-first game. The bloody sword fights and concentration of enemies ensures that the action fan will have plenty to do.

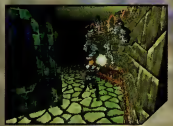


The lighted sphere won't be in the game. It's only there to show the beautiful light-sourcing that will be in the final.

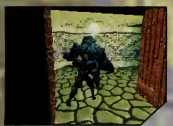




1 This marks the first 3D dungeon game with a third-person perspective. 2 The polygonal monsters look incredible.



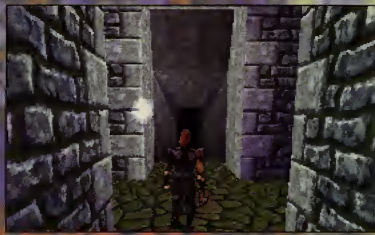
The smart camera should operate in a similar fashion to *Tomb Raider*.



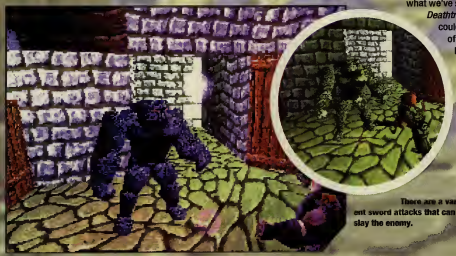
You'll encounter large, blue, bulky things and dance with them!

We recently saw an early demo of the game that showcased some amazing light-sourcing, detailed 3D graphics, and more blood than you can possibly imagine. When you take out an enemy, their body parts scatter around the room and leave pools of blood dripping from the walls and ceiling. The characters will be able to gain levels, hit points, and magic abilities to help them on their quest and keep the gameplay varied enough to make it work.

The final enemies and levels haven't been put into place, but from what we've seen so far, *Deathtrap Dungeon* could become one of the surprise hits of this holiday season. More on this title as it becomes available.



The blood and gore in *Deathtrap Dungeon* is astounding.



There are a variety of different sword attacks that can be used to slay the enemy.



We didn't get to see a Dragon in the game, but these early wireframes indicate that there will be some scary encounters later.



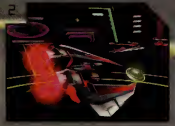
SYSTEMS: PLAYSTATION, SATURN, PC
PUBLISHER: ASC GAMES
DEVELOPER: ADRENALINE ENTERTAINMENT
RELEASE DATE: SEPTEMBER

Colliderz

The futuristic cyber-sports genre has been a popular choice of developers, but has received lukewarm reception from the buying public. Part of the problem may be that these futuristic 'sports' games aren't as easily identifiable to gamers as established popular sports like baseball, basketball, hockey, and football. If this is indeed the problem Adrenalin Entertainment may have found a way around it with *Colliderz*' futuristic, air hockey-type gameplay.

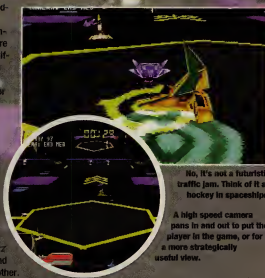
Set in the year 2021, the Colliderz Combat League allows alien races to vent their aggressions in a sports arena as an alternative to intergalactic war. There are eight alien races making their 16 teams that compete in a variety of 3D arenas, including specially designed one-on-one arenas. There are over 2,000 different variations of the *Colliderz* craft available for use by selecting different hull designs, power generators, and shield generators. Gameplay has a distinct air hockey flavor to it, as the 'puck' has a tendency to ricochet off walls as *Colliderz* speed around and slam into each other.







1 *Colliderz* **is a contact sport, so you can bet that shield generators will be an important part of the gameplay. 2 If the cool look and feel of the intro sequence translates through to the gameplay, we may have something here. 3 We predict: Even in the future, losses will be blamed on crappy goalies.**



No, it's not a futuristic traffic jam. Think of it as hockey in spaceships.

A high speed camera pans in and out to put the player in the game, or for a more strategically useful view.

The control in the early version we played hasn't been optimized, but it seems the game will have a fast-paced nature, which will emphasize precision passes. The game will have three game modes: Grudge Match, Slam Match, and League Play. Players can keep tabs on the competition by watching matches at an interplanetary sports bar.

SYSTEM: M2
PUBLISHER: THE 3DO COMPANY
DEVELOPER: STUDIO 3DO
RELEASE DATE: TBA

World Championship Racing

The shroud of mystery that has surrounded Matsushita's M2 gets even more mysterious as Studio 3DO approaches completion of the system's first game even before an official release date for the system has been announced.

Technically speaking, *World Championship Racing* does an impressive job at showing off the power of the M2. The high-resolution, 640x480 graphics boast 16-bit color and all the special effects tricks: mip mapping, Gouraud-shading, alpha-channeling, and z-buffering.

Damage is displayed in real time and affects the vehicle's performance.



Perhaps the most impressive achievement of all is that there is absolutely no terrain pop-up in the game. Other features include 3D sound, multiple camera angles, realistic car physics models, and incredible detail.

Something tells us that we won't be able to write this one off by going to traffic school...

Let the 64-bit wars begin! *World Championship Racing* shows off the technical prowess of Matsushita's M2.



The game features vehicles from Professional Sportscar Racing (formerly known as IMSA) competing on three world renowned tracks: Laguna Seca, Suzuka, and the New Orleans city course. An oval speedway is also available for high-speed performance runs with multiple fantasy tracks included as special easter eggs. The cars are highly customizable with the ability to change engines, chassis, gearing, tires, and even the spoiler. There will be an enormous emphasis being placed on the game's AI so that no two races will ever be the same.



Thanks to the M2's high-resolution graphics, effects like smoke and dust look amazingly realistic.

http://www.ultragp.com

SYSTEM: PC
PUBLISHER: Activision
DEVELOPER: Raven Software
RELEASE DATE: September

Hexen 2

You can teach an old Hell Hound new tricks...

When *Doom* was all the rage in the PC world, Raven made *Hexen*, its first major game, based upon that 3D engine. Now that *Quake* is the new big thing, *Hexen 2* is on the way, yet again using the new Id 3D engine. In addition to true 3D environments (allowing room-over-room layouts), the *Hexen 2* engine will have a few additional tweaks that even *Quake* didn't have. The first major addition is support of so-called rotating brushes. Rotating brushes allow for such elements as swinging doors and other rotating pieces of geometry. The other major addition is transparent textures. This can allow for special abilities, such as limited invisibility of creatures and other characters.

As with the original *Hexen*, players can choose one of several classes. The classes themselves are slightly different than in the past and now consist of paladins, crusaders, necromancers and assassins. Each class has four different weapons,as well as specific skill sets. The first weapon for each class is always a melee weapon of some variety (scythe, gauntlets, mace, etc.). The fourth (and most powerful) weapon is always a magic staff of some variety. The other weapons vary greatly for each character and range from actual spells for the necromancer, to special crossbows for the assassin.

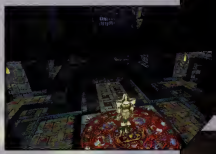
Raven is also adding more RPG elements to the game than in previous versions of *Hexen*. An experience point system (based upon kills) will grant new abilities and attribute improvements. Assassins, for example, will eventually be able to hide in the shadows, using the new transparency technology. Necromancers will eventually be able to raise the dead and have them fight for him. Crusaders will eventually gain enough experience to heal themselves.

As one would expect, the single player game is a fairly straight forward shooter with loads of beautiful environments and stunningly animated monsters. Some of the monsters include medusas, scorpions, knight archers, skull wizards, spiders, golems, mummies and more. The variety of monsters is excellent, with many of them having randomized sizes and colors, even though they may be the same kind of monster.

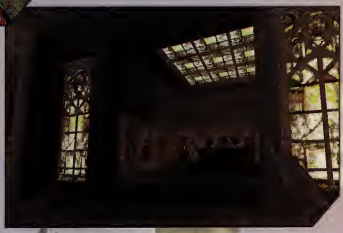
Quake made a major impression upon the Internet with brilliant TCP/IP support. *Hexen 2* seeks to follow in those footsteps and expects to have several commercial and private servers spring up all to support the game. When the game ships in September, maps and servers that allow for up to 32 simultaneous players are expected.



What you don't see around this Roman fountain are the invisible fallen angels that are waiting to fight you up.



That statue that looks so harmless is really a stone golem. Get near him and he'll pound you silly.



In the cathedral, stained glass abounds. The wonderful thing is that you can break all of it. So, please, go ahead... indulge yourself.



The architecture is based entirely on real Meso-American, Egyptian and Roman styles.



Scorpions huddle in the corner, trying to flee your magic.





High vaulted ceilings and a more colorful palette will be two of the major differences *Quake* fans will find.

The statuary can all be destroyed, as can those pesky imps, of course.

SYSTEM: PLAYSTATION
PUBLISHER: LUCASARTS
DEVELOPER: LUCASARTS
RELEASE DATE: FALL 1998

Star Wars:
Master of Teras Kasi

Well, it had to be the best kept secret in the videogames industry, but the much rumored *Star Wars* fighting game is upon us. Featuring weapons as well as hand to hand fighting, this lacks the compromise often found in other LucasArts games. The fighting style borrows heavily from perhaps the best source — *Tekken*.

Adding to the grappling and striking is the use of the Force, via a Force meter, built up in standard fighting game style, and eventually leading to a force-powered super move. More importantly, this now gives you the chance to see what would happen if Han Solo had a fight with Princess Leia, or if Chewbacca turned on Luke. Those characters are all included in the game, as are Boba Fett, Darth Vader, Gamorrean Guards, Tusken raiders, many more — all favorites from the Star Wars universe.





1 A wookie tries to tear your arms off, presumably because you beat him at space-chess, or whatever the hell that game is. 2 Use of weapons is at least 50% of the fighting technique. But you are not a Jedi yet.



Smooth motion captured figures catch the character of the movie heroes perfectly, and it's all interactive.



Luke's lightsaber is just one of the many weapons you get to use in this super-exciting fighting game.

Graphically, this falls somewhere between *Star Gladiators* and *Soul Edge*, with great animation and fabulous moves. We'll have a HUGE story on this game next month and may the Force be with you (From now on, all writers are banned from saying that at the end of any Star Wars stories. - Ed).



Arden Lyn is the ultimate force of evil, or is he...?

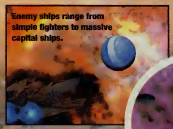
SYSTEM: 3DFX PC
PUBLISHER: TBA
DEVELOPER: GAMEFX
RELEASE DATE: DECEMBER

Out Of The Void

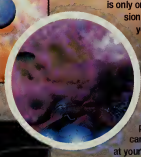
While space shooters are nothing new, some developers are finally looking towards new technology to break new barriers within the genre. Out are the *X-Wings vs. Tie Fighters* that didn't even support any kind of 3D accelerators and in are the new breed of space shooters, the first of which is *Out of the Void*.

While still quite early in development, after booting up the game there is only one possible expression: 'Oh My God!' As you would expect, you control an amazingly designed spacecraft that has a variety of weapons systems. Lasers, pulse beams, ion cannons and more are at your alien butt-kicking disposal. Your ship is shown from the third-person perspective, which allows you to see the incredible light-sourcing. Textures pulse on your ship, providing the feeling that there is some serious power flowing through your craft.

Enemy ships come in many shapes and sizes, some of which are crab-like, others are some what flagellate. There are both fighters and capital ships within the game, as well as some amazing environmental elements. Planets, nebulae, asteroid fields are simply amazing. There's one level with an extremely convoluted asteroid belt, where thousands upon thousands of polygons are being pushed and the frame rate doesn't even bat an eye. You've never seen anything like it this side of *Babylon 5*.



Enemy ships range from simple fighters to massive capital ships.



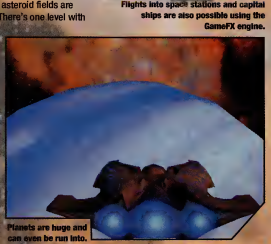
Asteroids and nebulae highlight the feeling of movement and speed.



The blue lines on your ship pulse and glow in an amazing display of light-sourcing.



Flights into space stations and capital ships are also possible using the GameFX engine.



Planets are huge and can even be run into.

SYSTEM PLAYSTATION
PUBLISHER PSYGNOSIS
DEVELOPER THE WHELLHAUS
RELEASE DATE SEPTEMBER

G-Police

Rodney King is just lucky he wasn't taken down by the G-Police

Some longtime readers of *UGP* may remember us running a preview on this title almost two years ago when the PlayStation launched. You see, *G-Police* was one of the first game demos Psygnosis showed on the PlayStation, however, the development team didn't start working on this game until they finished off their first project, *Assault Rigs*. Now, two years later, *G-Police* is nearing completion and looking every bit as good as promised.

G-Police puts the player as a pilot of a futuristic police helicopter who must maintain order and find out who is behind the tragic death of his sister. What sets up the story are the best rendered FMV scenes we've seen. The polygonal characters actually move and look like human beings, thanks to the great detail taken in motion-capturing. Even little things, like fidgeting in a chair, were caringly motion-captured for the most realistic looking movements. However, all this great FMV is just a bonus to what is really a ballsto-the-wall action game.

You can fly anywhere in the futuristic world, wreaking havoc on civilians and villains alike. The trademark Psygnosis special effects look even better than usual, with jaw-dropping explosions and destruction on a huge scale.

The futuristic world consists of 50 different enclosed environments that can be accessed through tunnels. The player is sent on 35 missions from destroying enemy targets to saving innocent citizens. However, no matter what the mission, players are allowed to target and take out just about anything they want. Weapons, like the 100 pound bomb, can send the city into flames. The hovercopter has impeccable control and allows the player to easily navigate the tall buildings of the futuristic city.

There are puzzles, plots, and missions, but *G-Police* is all about pure fun. After all, who hasn't always wanted to fly a police helicopter over a city, destroying everything in sight?

And the explosions look even better on the PC hi-res monitor.



The 3DFX enhanced version of *G-Police* is stunning.





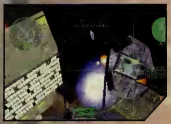




1 The brilliant lighting effects make *G-Police* a feast for the eyes. 2 Enemies travel by land and air, and are generally futuristic machines like these. 3 The variety of weapons are all set for destruction.



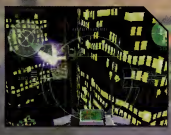
A city at night is the general setting for the game.



One mission has you shooting down enemy ships before they crash into the city below.



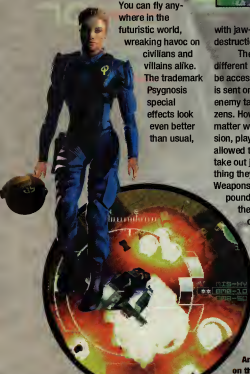
Throughout the game, you will receive help from other *G-Police* members.



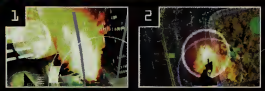
Out of the variety of views the cockpit angle seems to work best.



That's what they got for changing lanes without using a blinker. The next offender will think twice in my city!



1 The 3DFX enhanced version of *G-Police* is stunning. 2 The 100 pound bomb destroys all in sight, and in spectacular fashion.



{Good employees are hard to come by...}



...they're also hard to keep alive.

Real-time strategy that gets down to business

Developed by:

OPTIK

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Reviews Index

ACE COMBAT 2 PG 065
CARMAGEDDON PG 069
LETHAL ENFORCERS I & II ... PG 072
MACHINE HUNTER PG 064
POY POY PG 070
RAYSTORM PG 073
SEGA AGES PG 067
SHINING THE HOLY ARK PG 066
STAR TREK TNG PG 072
SWAGMAN PG 072
XEVIOUS 3D/G PG 068

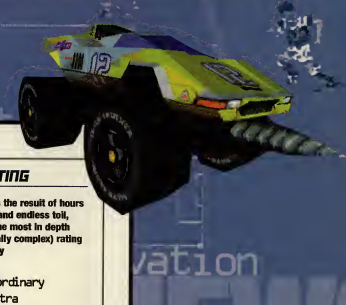
WELCOME TO THE MOST COMPREHENSIVE REVIEWS SECTION ANYWHERE!

Just imagine what it would be like if you had to play videogames the way we do when we do a review. First, you'd only have about two days to play as far as you could and you'd have to take notes about everything you saw and did. Then, you'd have to run over to a friend's house and threaten him with dismemberment if he won't let you use his machine to take screen shots. Then, while you're writing it all down, all your friends come over and ask 'How did you like it?' This happens about a million times. Suddenly, your dad comes outa nowhere and starts screamin weird stuff at you, like 'Aha! Now I have you, rat dog! Where the hell is that review? Get it to me in five minutes or I'm gonna %$#** your *&^%** #@$^%$% in a sling and &^&%$#$% and you'll wish you could pray!!!' It's right about here that you'd take up drinking and smoking... Aren't you glad that we do all this so you don't have to?

ULTRA AWARD
Only the best pass this test!

INSIDE THE SCREBOX

- GRAPHICS How a game looks is only a small part of the formula, but an important one. Great graphics can pull the player into a world and make the experience seem all the more real. **Weighted by 4.**
- MUSIC Again, music won't make or break a game, but if the soundtrack moves you in an RPG, or gets your heart pumping in a fighting game, it adds to the overall appeal. **Weighted by 2.**
- SOUND EFFECTS Good sound effects can actually help you to 'feel' the game better. Just imagine how much less of an impact a heavy punch would make if it only made a small 'tick' on contact. **Weighted by 2.**
- INTERACTION How well does the game respond to your commands? How much influence do you have over what's going on? **Weighted by 4.**
- BALANCE Is the game childishly easy one level, then frustratingly hard the next? Does your opponent have an unfair advantage? When you want to save, do you have to walk an hour back to the village? **Weighted by 4.**
- DEPTH Ever bought a game, fallen in love with it the first hour, only to beat it in two hours? A great game will take a long time to finish, and offer plenty of reasons to come back for more. **Weighted by 4.**
- EXTRAS Did the game's programmers go for that 'little extra', tossing in codes, hidden items, secret screens, or other added bonuses? **Weighted by 1.**
- PRESENTATION Does the game create a world that draws you in? Do the intro screens and menus reinforce this environment? **Weighted by 1.**
- INNOVATION A game can be loads of fun without offering anything totally new, but the classics are always the trendsetters. **Weighted by 1.**
- RATING The total sum of all the categories, divided by 23.



THE RATING

The system is the result of hours of gameplay and endless toil, resulting in the most in depth (and, uh... really complex) rating in the industry

10 Extraordinary
9.0-9.9 Ultra
8.0-8.9 Very Good
7.0-7.9 Good
6.0-6.9 Average
5.0-5.9 Lacking
4.0-4.9 Seriously Flawed
0.0-3.9 John Tesh

GENRE. Action ● PLAYERS. 1 or 2 ● PUB. Mgm Interactive ● DEV. Eurocom Software ● RATING. T ● M.S.R.P. $49.95

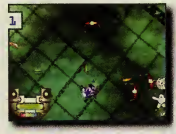
REVIEW PLAYSTATION プレイステーション

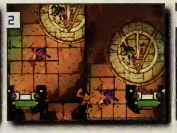
MACHINE HUNTER

Guns and gore are back on the PSX with Loaded... *um, er... we mean* Machine Hunter!

PlayStation owners witnessed the release of an unprecedented, shoot 'em up game by the name of *Loaded* in 1996. The graphics were marked by excellent light-sourcing; fast, non-stop gameplay was attributed to tight controls; and the lack of any real storyline was made up for by the game's slick cast of characters. *Loaded* heralded a breakthrough point for mature gaming on home consoles. But, as every gamer knows, this industry and its trends move incredibly fast. And that *was* 1996, after all. Since then, no other game has seriously challenged *Loaded* in the same category for innovation or sheer strangeness, and things have moved on.

Enter MGM Interactive's debut title on the PlayStation, *Machine Hunter*. The game looks and plays a hell of a lot like *Loaded*, making it hard to review the game without drawing all the obvious comparisons. Unfortunately, since the earlier game set so many standards in 32-bit gaming, *Machine Hunter*'s flaws condemn it to secondary status.



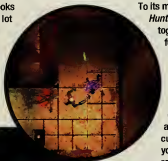




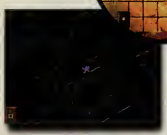
1 Nothing like mutant flesh – charbroiled and slightly marinated in gunpowder. 2 Two player mode only gives you a slight upper hand against the onslaught of enemies. 3 The light sourcing in *Machine Hunter* is top-notch, but usually the light source, itself, isn't so friendly.



Make no mistake... them aliens are big bleeders.



Traveling without any power-ups leaves you at a clear disadvantage against alien cronies.



The wire-frame maps are necessary for locating remaining hostages, power-ups and the exit. You'll use it often.



To its merit, *Machine Hunter* does pack together huge levels full of pretty graphics, insanely-paced gameplay, and some very challenging mission objectives. In addition to rescuing captives, you are also required to perform other duties in order to exit the level and progress in the game. The inclusion of mission-based objectives sets *Machine Hunter* apart from *Loaded* and gives it more depth.

But *Machine Hunter* stumbles in control and balance. Although the directional controls are easy to manipulate, the weapon control is not. The controls are not impossible to master, but they do make gameplay awkward. If you're up to the challenge, the game has enough punch to provide the skilled gamer with some real solid entertainment. Fans of *Loaded* should definitely apply.

● FRANCESCA REYES

Without the firepower and protection of machine upgrades, you're just a lamb waiting for the slaughter.



The nice CG-animated intro gives you a clear look at your high-powered, alien-killing machine. Yes!!!

ALTERNATIVES

Loaded 9.1

Reloaded 5.1

Contra: Legacy of War 6.5

THE LINE

RATING

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	7	EXTRAS	8
MUSIC	7	BALANCE	6	PRESENTATION	8
SOUND EFFECTS	8	DEPTH	8	INNOVATION	6

7.3

GENRE. FLYING ● PLAYERS. 1 ● PUBLISHER. NAMCO ● DEVELOPER. NAMCO ● RATING. KA ● M.S.R.P. $49.95

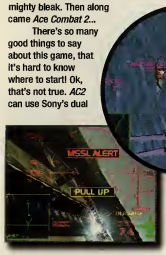
ACE COMBAT 2

It ain't no flight sim, but it sure as hell booms and zooms!

When the original *Air Combat* debuted, a lot of people were impressed, mainly because they'd never seen a game like it on the PlayStation before. Then came *Bogey Dead 6*, with its superior graphics, but totally uninspiring control and annoying backseater. The flying game genre was looking mighty bleak. Then along came *Ace Combat 2*...

There's so many good things to say about this game, that it's hard to know where to start! Ok, that's not true. *AC2* can use Sony's dual analog stick to perfection and, joy of joys, you can even set it up for southpaws! This feature alone is worth the price of admission.

The game is huge, with 28 missions strung along variable mission paths. There are over 20 planes to select from, with the majority of these available only after doing well on the missions. On the later missions, you are offered the option of flying with wingmen, who can either cover your six, go after enemy fighters or attack the main target themselves. The graphics are topnotch and the controls are sweet. When you use the analog controller, you're allowed to calibrate both the control stick and the throttle to be as tight or loose as you want. And that annoying RIO? Oh, he's still in the back seat, but this time you can turn him off! Yeehaw!!!



AC2 has two views: a wussy 'outside the plane' view and the Real Deal.



Fox 1! Fox 2! An A-10 launches missiles on enemy gun emplacements.



The guy flying this enemy A6 intruder is breathing wasted air.

You get some help on tougher missions. Not that you really need it...



That's not to say that *AC2* is perfect; it isn't. The jet sound cycles with regularity, you never take off, you land your plane very rarely and there isn't a great sense of speed when flying high and level, but these are minor. *AC2*'s replay value and gut wrenching combat are more than enough to put this game over the top. Turn off the phone, climb into your speed jeans, and splash some bogies! This game rocks!!!

● BILL DONOHUE

Hero, we're flying up the proverbial creek without a paddle...



Why, here's a dam. What do we do with these damn dams, class?



There's nothing finer than really big explosions at night!



ALTERNATIVES

Air Combat 8.4

Bogey Dead 6 7.2

THE LINE

RATING

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	9	INTERACTION	10	EXTRAS	9
MUSIC	8	BALANCE	9	PRESENTATION	10
SOUND EFFECTS	9	DEPTH	10	INNOVATION	7

9.2

GENRE. RPG ● PLAYERS. 1 ● PUBLISHER. Sega ● DEVELOPER. Sonic Software Planning ● RATING. KA ● M.S.R.P. ¥49.99

REVIEW SATURN

セガ サターン

SHINING THE HOLY ARK

Good things come in small packages

Aside from the *Phantasy Star* set, the most beloved RPG series on the Sega systems has undoubtedly been *Shining Force*. Shifting from the early first-person perspective of *Shining in the Darkness* to the strategic goodness of the *Shining Force* games, Sega has managed to enthrall gamers with convincing graphics, tight storylines, and solid gameplay. These successes have created a high degree of anticipation for the next installment in the series, *Shining the Holy Ark*. So, start drooling now, gang, because this is THE best offering yet.

Returning to the first person view of *Shining in the Darkness*, *SHA*'s gameplay is set in dungeons, mazes and forests. As the leader of a small band of mercenaries, you must rework an ancient prophecy of doom for your once peaceful kingdom. To accomplish this, you'll solve challenging puzzles hidden in numerous shrines and caverns in order to collect sacred objects.

While the stock enemy battles get increasingly tough, the boss battles are sure to make you rethink your typical RPG fight strategies. The inclusion of elements from all the *Shining Force* games make battles and exploration a real treat. The ability to substitute characters mid-battle, the devastating magic spells, and the wide variety of random power attacks provide a certain satisfaction in combat, as well as creating a solid factor in separating *SHA* from the more standard RPGs.

Another new element is the acquisition and use of a 'pixie pre-battle system.' You'll stumble upon different types of pixies in secret areas and use them as a precursor to an enemy attack for added damage and experience points.

Unfortunately, *SHA* does harbor a few slight flaws. Even with the emphasis on battles and mazes, the world of *SHA* is surprisingly small. There are only four towns in the whole game, which limits non-playable character interaction, a necessary element in any RPG with a strong storyline. And because of the first-person perspective, the dungeons tend to grow repetitive and bland. But these flaws are minimal in denting the appeal of *SHA*. You would be doing yourself a disservice by ignoring this treasure.

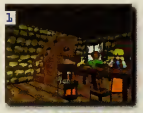
FRANCESCA REYES



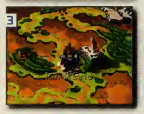
This kid in Desire Village offers you one of the only real sub-quests in the game.



Melody makes the surefire kill with her Elemental spell! We'd hate to be on the receiving end of that staff.









1 Talking to all the people in town further a lot of the events in the game. Keep checking in.
2 The only way to survive some of the mazes is to use your maps.
3 The map screens add a nice touch by changing the perspective when traveling about.
4 Even with the rich colors, maze designs get sort of tedious from time to time.



Watch them pixies go! Throw a Leprechaun at the creatures that crawl from underground.



The cinema cut-scenes for the bosses are probably the coolest thing about *Shining The Holy Ark*.

ALTERNATIVES
Wild Arms 9.3
Dragon Force 8.5
Vandal Hearts 8.0

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	9	EXTRAS	9
MUSIC	8	BALANCE	10	PRESENTATION	10
SOUND EFFECTS	8	DEPTH	9	INNOVATION	9

RATING 8.9

GENRE. Compilation ● PLAYERS. 1 ● PUB. Working Designs ● DEV. Sega ● RATING. KA ● M.S.R.P. $39.95

セガ サターン

REVIEW
SATURN

SEGA AGES VOL. 1

Sega Ages, *but these games still look mah-velous*

Way before *Virtua Fighter* was even a twinkle in Yu Suzuki's eye, AM2 was defining the future of arcade games. With a trio of games — *Space Harrier*, *Afterburner 2*, and *Outrun* — Sega introduced the idea of games with endings, where a player could sit down, plunk in a couple of quarters, blast through a few levels, and ride triumphantly into the sunset with the accolades of his peers. Now, Working Designs is bringing all three of these arcade favorites to the Saturn on one CD. Is it worth it? You betcha.

Unlike some of the *Namco Museum* games, the *Sega Ages* titles hold up surprisingly well. Although the graphics are certainly dated, the level and graphic designs are timeless. *Space Harrier*'s giant mushrooms and giant robot hockey players are still a surreal mix of Alice in Wonderland whimsy and early anime technophilia. Likewise, *Afterburner* captures the excitement of supersonic dogfighting in a way that Sega's later efforts could not. Of the three, *Outrun* suffers the most from the passing of the years, since the racing genre has evolved further than the shooter, due to the advance of technology.



Ages' interface is totally no frills. Don't expect to get many bonuses.



Downtown Brisbane — Can you find the *UGP* office?



Gunning down a Chinese New Year's Dragon ensures poverty next year.



Horribly mutated volleyballs seek an exacting revenge!



As games instead of relics, the *Sega Ages* are still fun to play, if a little shallow. *Space Harrier* and *Afterburner* are fast and short, but then they were originally designed for the arcade where game depth takes a back seat to instant gratification. *Outrun* is only a marginal step beyond *Pole Position* with slightly better production values. But nostalgia aside, these games still provide great fun and make the player look good while he's moving the joystick. The *Sega Ages* collection is aptly named and still entertains without missing a beat.

● JEFF CHEN



The classic gameplay of these venerable Sega arcade hits still flies true.

1 And the rocket's red glare... nighttime fireworks are so patriotic. What? No Sousa?!?
2 *Outrun* was the first game that let you choose your soundtrack.
3 Of all three games, *Outrun* is the most outdated looking.

ALTERNATIVES
Namco Museum Vol. 4 6.0
Williams Arcade's Greatest Hits 7.1

THE LINE

RATING

● AUDIO & VIDEO		● GAMEPLAY		● SPECIAL	
GRAPHICS	7	INTERACTION	8	EXTRAS	8
MUSIC	8	BALANCE	7	PRESENTATION	6
SOUND EFFECTS	7	DEPTH	7	INNOVATION	6

7.2

GENRE. Shooter • PLAYERS. 1 or 2 • PUBLISHER. Namco • DEVELOPER. Namco • RATING. KA • M.S.R.P. $49.99

REVIEW PLAYSTATION プレイステーション

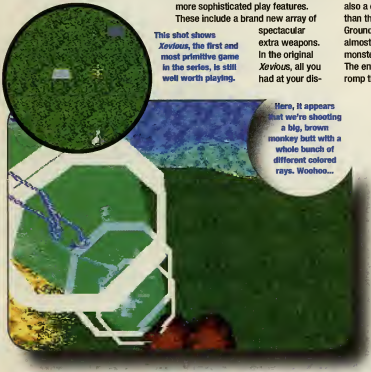
XEVIOUS 3D/G

Namco takes an oldie back to the future and back again...

Hey, it's no joke to suggest that Namco enjoys reveling in its glorious past. The *Namco Museum Collection* is by far the most popular of the retro bundles out there and Namco is already up to *Volume 5*. No surprise then that they should choose to update rather than release a completely original product.

Xevious is the game to go under the cosmetic scalpel this time, and the results are darned pleasing.

When *Xevious* was first released in arcades, the (then) unique combination of scrolling shoot 'em up action and cool, bas relief metallic graphics made it an instant success. Namco's *Xevious 3D+G* adds polygons to its graphic arsenal, as well as more sophisticated play features. These include a brand new array of spectacular extra weapons. In the original *Xevious*, all you had at your disposal were standard lasers and bombs. In this '90's reincarnation, there are homing plasma beams, spreading turbo-cannons and piercing lasers to name but a few. Although these kind of weapons have been seen before a hundred times, their addition to such a crusty classic is pleasingly novel.



This shot shows *Xevious*, the first and most primitive game in the series, is still well worth playing.

Here, it appears that we're shooting a big, brown monkey butt with a whole bunch of different colored rays. Woohoo...

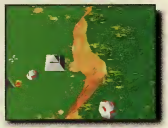
The levels in *Xevious 3D* are also a darned sight more complex than those seen in the original game. Ground attacks are intense, aerial fire almost impossible to avoid and boss monsters complex and dangerous. The end result is a sweat-inducing romp through a 3D galaxy.

Adding to the value of the package is the inclusion of both the original *Xevious* and its little seen successor, *Super Xevious* (featuring a two player mode as well as better levels). And if that wasn't enough, Namco has thrown in another freebie — *Xevious Arrangement*, with all new levels and totally different music. All three of these 'little' gifts are worthwhile games in their own right, so it really adds value to the package.

There are a couple of problems with *Xevious 3D*. The polygonal graphics, while solid and smooth, are fairly simplistic in places. The action can get repetitive. The endless blasting, bobbing and weaving is never broken up by any kind of variety. And add to that the sometimes grating music...

Meanwhile, *Xevious* geezers, who remember playing it first time round, have already run to the nearest toy store to purchase this once-in-a-life-time trip down memory lane.

FRANK O'CONNOR



Here's incontrovertible proof that the Pyramids were built by aliens. Remember, you saw it here first!



You'll be hard-pushed to tell the difference between this and the original *Xevious* - it's *Super Xevious*. The two player option is the biggest difference.

ALTERNATIVES

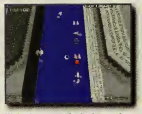
Contra: Legacy of War 6.5
Reloaded 5.1
Battlestations 7.3



Xevious 3D is a pretty polygonal shooter. The gameplay is pretty mindless — go up, shoot stuff, avoid bullets.



Laser beams from outer space present a tricky and unpredictable problem.



Water has never looked so... uh... blue before. Isn't this simply amazing, folks?



Any resemblance between this UFO and a vegetable steamer are strictly coincidental... we think.

THE LINE

RATING

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	6	EXTRAS	6
MUSIC	6	BALANCE	7	PRESENTATION	7
SOUND EFFECTS	7	DEPTH	6	INNOVATION	6

6.3

GENRE. ACTION • PLAYERS. 1 OR 6 • PUBLISHER. INTERPLAY PRODUCTIONS • DEVELOPER. SCI, LTD. • RATING. M • M.S.R.P. $49.95

コンピューターゲーム

REVIEW

PC CD-ROM

CARMAGEDDON

REQUIREMENTS
- Pentium 90 CPU
- Windows 95 or MS-DOS 6.2
- 8MB RAM (16MB for Win 95)
- 200MB Hard Drive Space
- 4X CD-ROM Drive

Lookin' both ways before crossing the street ain't gonna do you no good

Gory games have a tendency to outrage a number of parents, politicians, and otherwise uptight individuals to no end. Of course, the more socially abhorrent a game, the higher the 'must have' quotient. Still, rarely has there ever been a game that is more gratuitously violent, gory, and morally reprehensible than *Carmageddon*. So what are you waiting for? Go out and buy it!

The overall gameplay premise of *Carmageddon* is very similar to the B-movie classic *Death Race 2000*. The player races in a high-performance automobile upgraded with all manner of spikes, blades, and axe-like attachments against other similarly equipped vehicles. There are actually three ways to win a race, race the standard three laps without missing any of the checkpoints, bash into all the opponents and destroy their cars, or kill all of the pedestrians on a level. Surviving races is the game's primary focus, but that goal usually becomes secondary to killing pedestrians in ever more creative ways.

The 3D race environments in the game are huge and are not restricted artificially in anyway.



Ruthless car versus car battle action has definite *Destruction Derby* overtones.



Select the interior view for a more intimate interaction with pedestrians.



Beyond *Death Race 2000*, beyond *Twisted Metal*, *Carmageddon* is high-octane gore at its best.

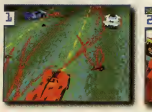


Leaving the standard path not only acts as a short cut at times, but leads the player to secret areas or areas with additional vehicle power-ups. The one area that

The red Eagle car is one of the first playable rides. That blade isn't just for show!

Carmageddon is lacking is graphics. The lack of effects like anti-aliasing and light sourcing is a little disappointing, as is the abundance of terrain pop-in. Still, the game runs at a decent frame-rate and a 3Dfx patch is in the works. **ULTRA GP** can hardly wait.

ROGER BURCHILL





1 *Carmageddon* doesn't back down when it comes to gratuitous violence. Drive over corpses and leave trails of blood! **2** The wide array of inspired vehicle designs just adds to the game's atmosphere. **3** Ever want to get even with those damn valet parking attendants who always seem to ding your car? This is your game.





Carmageddon gives the term 'picking up hitchhikers' a whole new meaning.



Hey, wanna screw around?

ALTERNATIVES
Destruction Derby 2 8.4
POD 8.2
Twisted Metal 2 8.2

THE LINE

RATING

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	10	EXTRAS	9
MUSIC	9	BALANCE	10	PRESENTATION	9
SOUND EFFECTS	8	DEPTH	10	INNOVATION	9

9.1

GENRE: Action • PLAYERS: 1 or 4 • PUBLISHER: Konami • DEVELOPER: Konami • RATING: T • M.S.R.P.: $49.95

REVIEW
PLAYSTATION
プレイステーション

POY POY

We think Poy Poy *may mean 'Duck, you sucker!'*

Konami's *Poy Poy* is the first game in years that has taken our editors by storm and even caused us to stop playing *Super Bomberman 2* every day after work. Instead, sessions of *Poy Poy* last into the night, causing not only sleeplessness, but massive lack of productivity the next day.

The game itself is really quite simple. You control a single character who runs around one of several arenas where you try to throw objects at three other people. The catch is that each player has specific characteristics and even a special power imbued by a glove. Some players are faster at picking up objects, others have more stamina or others may simply run a little faster than the others. The variations in both character size (thus making a larger or smaller target to nail) also play a role.

The objects to be thrown are generally one of two things: bombs or rocks. There are two sizes of each and, depending upon which one you get hit with, the more damage it does. Bombs have explosions where they land, so it isn't necessary to be so accurate. At the same time, when you pick up a bomb, or even stand near some, all someone has to do is hit one of the bombs and they all go off in one chain reaction that will send you flying.

The arenas themselves are quite varied and often offer their own obstacles. For example, there's a Maui Island level, where giant tiki statues spit out black balls which explode a few seconds later, blowing players skyward.

To win the game, you must score as many points as you can. Points are scored by the number of direct hits plus the number of luck points (collecting the occasional white heart that appears on the playing field) and by who lasted the longest in that particular round. There are generally three rounds to a match, but matches can be made longer or shorter via the options screen.



As Bob Dylan once said, 'Everybody must get stoned!'



Bombs and rocks are the weapons of choice. You can duck bomb explosions, but rocks must be dodged.

All in all, there hasn't been a better party game on any platform since *Super Bomberman 2*. If you have a multitap and a few friends, prepare to spend hours of your life playing this game. Even as a single player game, the AI will provide hours of fun as you try to earn cash for newer, more powerful gloves.

CHRISTIAN SVENSSON





1 This forest has lots of chopped lumber to use as your arsenal.
2 In the single player game, this elevator boy takes you to the appropriate arena.
3 What competition would be complete without the really cheesy announcer?









4 Penguins make this level a little more difficult. They will peck you, while nearby bombs provide additional chaos.
5 On this night level, a dinosaur morphs out of one of the rocks. Don't get too close or you'll be dino dinner.
6 On the desert level, high winds impede movement. A whirlwind might even toss you around.

ALTERNATIVES
Blast Chamber 9.4
Grid Runner 7.1
Super Bomberman 2 8.5

THE LINE

RATING **8.9**

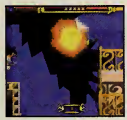
AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	9	EXTRAS	8
MUSIC	8	BALANCE	10	PRESENTATION	9
SOUND EFFECTS	8	DEPTH	10	INNOVATION	8


FINAL FANTASY VII
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PlayStation
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RP
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SWAGMAN

- GENRE. ADVENTURE
- PLAYERS. 1
- PUBLISHER. EIDOS INTERACTIVE
- DEVELOPER. CORE DESIGN
- RATING. T
- M.S.R.P. $49.95

Core Design has been on everybody's lips lately, what with *Tomb Raider* being such a great success. *Swagman*, however, may quiet a few excited Core devotees. This adventure game puts you in control of two children whose house has been taken over by the Swagman, a nightmare creature.



Zack's nightmare is just beginning, as is yours.

Unfortunately, aside from the enjoyably pre-rendered sprite graphics, much of this game is fairly bland. The puzzles are much too easy to solve, making *Casper* look like *Zelda*. In fact, much of the game appears to have been skewed towards children, with its cutesy graphics and fairy tale-gone-bad story. Do yourself a favor and avoid the *Swagman*.

ADAM DOUGLAS



Finding keys to open doors does not a puzzle make.

RATING

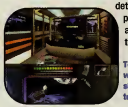
AUDIO/VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	6	EXTRAS	6
MUSIC	6	BALANCE	7	PRESENTATION	7
SOUND FX	6	DEPTH	7	INNOVATION	6

6.6

STAR TREK GENERATIONS

- GENRE. ADVENTURE
- PLAYERS. 1
- PUBLISHER. MICROPROSE
- DEVELOPER. MICROPROSE
- RATING. T
- M.S.R.P. $59.99

Microprose has taken nearly three years to get *Star Trek Generations* into the hands of consumers and the finished product can only be considered a disappointment. Movement is awkward, puzzles are ridiculous, and the graphics are mediocre at best. The actual gameplay portion of the play screen is also quite small, which detaches the player from the action. Perhaps the only redeeming quality to this title is the superb voice acting provided by the film's cast. Despite numerous efforts by a variety of companies, it seems *Star Trek* is destined to remain an entity whose appeal is impossible to translate into a game.



To boldly go where no gamer should ever HAVE to go...

JASON MONTES

REQUIREMENTS
- Pentium 90
- Windows 95
- 16MB RAM
- 4X CD-ROM Drive
- 2MB Video RAM
- 75MB Hard Drive

RATING

AUDIO/VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	6	INTERACTION	5	EXTRAS	5
MUSIC	7	BALANCE	4	PRESENTATION	7
SOUND FX	9	DEPTH	4	INNOVATION	3

5.3

LETHAL ENFORCERS I & II

- GENRE. SHOOTER
- PLAYERS. 1 OR 2
- PUBLISHER. KONAMI
- DEVELOPER. KONAMI
- RATING. T
- M.S.R.P. $49.95

Essentially a repackaging of two early '90's Konami arcade games, *Lethal Enforcers I & II* is two lightgun games in one. Choose either a crime-ridden modern city, or the crime-ridden Old West, and be prepared for a feast of digitized photo backgrounds and characters.



Stop this highjacking before... oops, too late!

The gameplay, such as it is, is pedantic at best, with none of the tracking we've come to expect from modern shooters. In fact, the majority of the game is spent shooting at pop-up stereotypes of drug dealers and Mexican banditos, with only a margin of motion. If you absolutely must have every lightgun ever made, OK. Otherwise, wait for *Time Crisis*.

Well, howdy pardner. Like to dance?



ADAM DOUGLAS

RATING

AUDIO/VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	4	INTERACTION	6	EXTRAS	3
MUSIC	5	BALANCE	6	PRESENTATION	3
SOUND FX	5	DEPTH	3	INNOVATION	3

4.6

GENRE. SHOOTER ● PLAYERS. 1 OR 2 ● PUBLISHER. WORKING DESIGNS ● DEVELOPER. TAITO ● RATING. KA ● M.S.R.P. $45.99

RAYSTORM

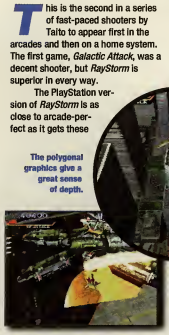
Prepare your trigger finger for one fast furious ride

This is the second in a series of fast-paced shooters by Taito to appear first in the arcades and then on a home system. The first game, *Galactic Attack*, was a decent shooter, but *RayStorm* is superior in every way.

The PlayStation version of *RayStorm* is as close to arcade-perfect as it gets these days, with every graphic and frame being nearly identical. Essentially, *RayStorm* is an old school game with a new school twist. It is your classic top-down shooter with all the speed, difficulty, and slow-down of the first ones made. On the other hand, the new 3D graphics and amazing effects give it a look none of the old-school games could achieve. You can take one of two different ships through the insane and varied levels, but be prepared for some of the fastest action since the later levels of *Defender*. There are a few problems with *RayStorm*. The first one is that the top-down shooter is a tired format and it doesn't do much new in the way of gameplay. However, fans of this kind of game will definitely enjoy *RayStorm*. The biggest problem is that the 3D plays tricks on the eyes, so that you're never quite sure what is below you and what is even, which can cause some very frustrating deaths. Still, *RayStorm* is a blast from the past that everyone around the office has enjoyed playing and is easily the best PlayStation shooter available.

Another very similar title being released by Namco is *Xevious 3D/G* and it, too, attempts to combine the top-down shooter with 3D graphics. If you have to choose between the two, I'd definitely suggest *RayStorm*. It may not have the history of *Xevious*, but the graphics and gameplay are far superior.

● MIKE SALMON



The polygonal graphics give a great sense of depth.

Big bossen like this take forever to knock down and are a serious challenge.



The smart bomb is a player's best friend and boy, does it light up the screen!











The two-player game is even more frantic than the one player.

1 The space level can be real confusing, because you're never sure what objects are below you.
2 The asteroid field is just insane and not at all easy to get through.
3 Taking on these big spaceships is a task, but it's beautiful to see.
4 You can choose from one of two ships to take on the massive hordes of enemies.

ALTERNATIVES
Xevious 3D/G [...]
Re-Loaded [...]

THE LINE

RATING

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	8	EXTRAS	6
MUSIC	7	BALANCE	7	PRESENTATION	6
SOUND EFFECTS	7	DEPTH	8	INNOVATION	5

7.4

THE MAGIC ALMANAC

Your Guide to the IMAGINATIVE *World of Magic: The Gathering*

IT CAN TRANSPORT YOU T
FUEL YOUR COMPE
AND STIMULATE THAT O
MUSHY THING BETWE



Everything you need to play fits into this handy compartment.



Translated in nine languages, Magic can be played anywhere on earth. As for other locales, we're working on it.

fig. 1b
THE POWER STRUCTURE





Imagine, a game that relies on social interaction and brain power. What a novel idea!





O MYSTICAL LANDS, TITIVE DRIVE FTEN NEGLECTED EN YOUR EARS.

To flee the monotony of everyday life, Magic is a wise alternative to the street luge.

On the $1,000,000 Magic Pro Tour, winners walk away with big bucks. And a trail of adoring fans in tow.

Collectability is yet another fun aspect of Magic. Certain rare cards may fetch $500 on the open market.

With Magic: The Gathering, it's brains over brawn.

Each Magic card features artwork so vivid, you may actually feel its power. This is not always a good thing.

Magic gets its power from a simple deck of cards. And another often neglected source: your brain.

Looking for some mind candy? All you need is a deck of Magic cards, a worthy opponent and a functioning cerebrum. Unleash your intellectual insect! Sprout wings! Fly! Be free!

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MAGIC The Gathering

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Wizards

IF BATTLING THE CYCLOPS AND THE FOUR-HEADED HYDRA ISN'T FUN ENOUGH, YOU CAN ALWAYS GO TO HADES.





In addition to all the other freaky creatures, you'll have to battle a boar. Which is anything but a bore.

Zeus not only has to conquer Hades, but also conquer the heart of Atlanta. (A Herculean task, indeed.)



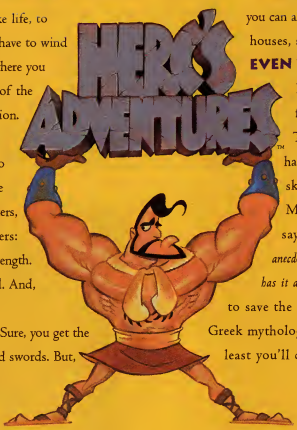
In Herc's Adventures, unlike life, to have a happy ending, you'll have to wind up in hell. After all, that's where you must duel with Hades, god of the underworld, to save civilization.

STRENGTH OF CHARACTER. You'll go into battle as one of three heroic, mythological characters, each one with unique powers: Hercules possesses super strength. Atlanta has lightning speed. And, Jason - savvy street smarts.

WEIRD WEAPONS. Sure, you get the usual arrows, slingshots and swords. But, you can also arm yourself with ray guns, houses, sheep and inflatable cows.

EVEN WEIRDER BAD GUYS. Freaky weapons are perfect for fighting even freakier enemies: The four-headed Hydra, snake-haired Medusa, sword-swinging skeletons, crazy clowns, nasty Martians and more. *GamePro* says *"Challenging bosses, humorous anecdotes, and gigantic landscapes - Herc's has it all."* In the end, it's up to you to save the world in this crazy twist on Greek mythology. And, if you fail? Well, at least you'll die laughing.

HERC'S ADVENTURES™



SEGA SATURN™

PlayStation™

KIDS TO ADULTS K-A ESRB



So many Martians, so little time! And, to make matters worse, they've got Jason surrounded with ray guns.

Unfortunately for Atlanta, the Cyclops has a huge appetite for destruction. Not to mention beautiful warriors.



http://www.lucasarts.com

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SPORTSLINE

For several issues I have been updating all of you loyal sports fanatics with screenshots and info on some of this year's biggest games. Yet, I still had this empty feeling in my stomach. Finally, the packages started arriving, filled with actual playable games. *World Series Baseball '98* was the first to arrive, then shortly thereafter *Powerplay '98* found its way to my desk. Still, I hadn't satisfied my insatiable desire for sports games. So I hopped on a plane to San Diego and spent an entire day playing *Gameday '98*, *NHL Face-Off '98*, and *MLB '98*. After playing all of these games, all I could say was, 'Wow!'. And on the seventh day I rested... (well, I didn't really rest. I actually wrote up this silly intro, then I had to take screen shots and, before I knew it, it was Monday and I was back at work. Well, maybe next Sunday...).

Mike Salmon
MSalmon@ultragp.com

MLB '98

Finally, a 32-bit baseballgame with speed!

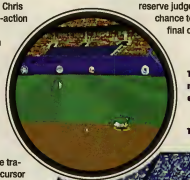
- SYS. PLAYSTATION
- PUB. SONY
- DEV. SONY INTERACTIVE
- REL. DATE. AUGUST

Once again it looks like *MLB '98 (MLB Pennant Race* last year) Is going to be the last baseball game on the market, however, this year, it could very well be the best.

The producer of *MLB '98*, Chris Cutliff, promised, 'fast arcade-action combined with all of the simulation elements'. And from what I saw, he Is right on the money. The graphics are all polygonal with detailed uniform textures and some amazing motion-captured animations. What stood out immediately about *MLB '98* was the smooth running motion that every other game has missed horribly.

The pitcher/batter interface is either the traditional timing of the swing or a batting cursor — it's the players choice. The big improvement from last year is that the pitch and location can be picked on the fly, instead of the laborious process of *Pennant Race*. The game has all of the real players, stats, stadiums, and even has signature stances for the marquee players. But all of this is nothing without the gameplay, and that is where the developers have spent all of their efforts. Tight defensive control, real physics, and no more delay between hitters are the key ingredients that could make *MLB '98* the best PlayStation baseball game.

So far the player graphics look to be on par with those in *Triple Play '98*, and the stadiums look even better. Animations, like players throwing from their knees and bare-handed pick-ups, add to the drama and the look. Everything appears to be in order, but I'll reserve judgement until I get a chance to play around with a final copy.



The sterling animation makes diving catches even more satisfying.

The key to *MLB* is going to be the control of the fielders.





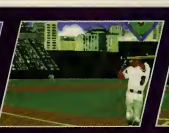
All of the players from last season, including Oriole slugger Brady Anderson, are accurately represented.



Complete control allows the player to choose when to slide and when to dive.



The pitcher/batter interface will be simplified from last year for speed.



Accurate ratings should ensure a much better simulation.



The well-done polygon models even allow you to kind of recognize some of the superstars like the Big Mo.

NFL GAMEDAY '98

Move over Madden, here comes something meatier!

- SYS. PLAYSTATION
- PUB. SONY
- DEV. SONY INTERACTIVE
- M.S.R.P. AUGUST

Ever since the launch of the PlayStation, people have questioned whether it would be possible to make a polygonal football game for the system. I came back from San Diego with a resounding, 'Yes, and how!'.

I expected to go down and look at some hi-res renderings on an SGI, with loads of 'it will do this and do that' from the producer. Instead, I sat down with controller in-hand and played the best football game ever made. The only problem is that the game isn't even close to being done. All of the new motion-capture, AI, tackling, and plays hadn't even been implemented. Still, what was there was smooth control, astonishing graphics, and the same deep gameplay that *Gameday* has always provided.



Nothing else can be said about this game, except for, 'absolutely amazing'.



Amazing detail in the polygon models leaves *Gameday* as the best-looking football game yet.



If I know Steve Young, he's just about to take off on a scamper and break a rib.

So what's the big deal about polygons? Well, there are several big deals. First, they allow the developers to texture-map the actual uniforms, logos, and numbers onto the players. Secondly, the polygons take up less RAM and make it possible for much smoother animation. Finally, the fact that polygons take up real 3D space makes for much better collision detection and in football, that is key. Many times the switch to polygons causes slow-down and low-res graphics, however, the magicians (they call them programmers) at Sony Interactive have managed to get 30 frames per second in the PlayStation's hi-res mode. The hi-res graphics really make a difference, because whether the camera is close or far away, the graphics are crisp and clear.



In close, you can clearly make out the uniform numbers and logos on the players.

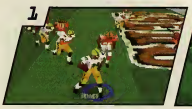


The improved collision detection really allows you to see the hits and blocks.

Other than the look of the game, several elements are being upgraded. A high-step and a juke have been added to the already explosive list of moves the player can pull off. There will also be all new animations taken from an NFL star at each key position. A new dynamic camera is the default and makes it so that the camera automatically zooms in and out to give the best perspective. This really makes a difference in the running game, where you can get close enough to see holes opening up in the line.



Anyone else tired of seeing the Packers and the Niners? There will actually be 30 NFL teams, just not yet.



1



2

1 The hi-res graphics really make a difference when you're playing the game.
2 The animations were preliminary, but you could already feel the crunch in every bone-jarring tackle.

I haven't had a chance to see *Madden '98*, but unless EA really surprises me, *Gameday '98* is THE football game. Check these pages for the most detailed information on this title.



The advanced moves make *Gameday '98*. The graphics just make it look real nice.



1



2



3

1The biggest beneficiary of the polygon graphics is definitely the running game. 2 Hey Brett, 'Have a Bear, hell have a six-pack'. Maybe then the Vikes could retake the central. 3 'He could go all the way!'

NHL FACE OFF '98

Same tight gameplay, amazing new look!

- SYS. PLAYSTATION
- PUBL. SONY
- DEV. SONY INTERACTIVE
- M.S.R.P. AUGUST

Just last year, *NHL Face-Off* was one of the better playing hockey games, however, the graphics just couldn't compare with those in *Powerplay* and *NHL*. This year that's all changing, as *Face Off* goes to polygons and unveils some amazing new animations.

Like *Gameday*, *Face Off* is running in the PlayStation's hi-res mode at 30 frames per second, and boy, does it make a difference! Hi-res mode gets rid of that grainy look associated with PlayStation games and takes care of the annoying break-up (when the polygons flicker and go out of focus at a distance). I didn't get an opportunity to play the game, but I did see ten polygonal players and a polygonal ref strutting their stuff on a PlayStation.

What was evident by this early glimpse was the depth of the game. Real hockey players were motion-captured on ice to reproduce some of the smoothest animation I've seen. There are several different skate animations dependent on the situation in gameplay. For example, there is a hard-skate for turbos, hockey stops, turns, and even cross-over skates for turning. Other details, like a player's jersey moving as the player skates, showcase the smooth hi-res graphics and gives the game a life that previous *Face-Offs* never had. As players skate down the wings, their heads actually turn towards the puck. They even slap their sticks on the ice to call for the puck. Now that is detail (the only thing missing is Xena singing the national anthem topless)! The graphics aren't the only area being upgraded. The gameplay and AI have been tweaked and adding new individual moves, like stick-handling, could make *Face-Off* the best playing and looking hockey game of the bunch, however, that can't be decided until I give each of them a thorough playing. All-in-all, the prospect of *Face Off '98* is looking extremely good.

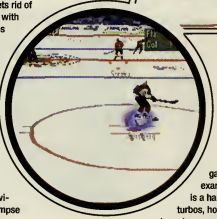


There's animation for everything, including getting up off the ice.

The animations capture everything even the difference between a hockey-stop and a sharp turn.



Vicious checks sends players flying all over the ice.





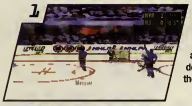
Still a ways to go, but *Face Off '98* is already looking to be at least in the playoffs.



Notice how there is no break-up in the players, even from far away.



Stars like Eric Lindross will all be accurately rated by stats, inc.







1 Effects like lens-flare are nice graphical touches. 2 The key to the polygons is the ability to texture on beautiful uniforms like these. 3 The usual moves, like slap-shots, are returning along with a host of new animations.

1 Pointblank slap shots are a goalie's nightmare, and a gamers true love. 2 The coolest game on earth? We'll see about that. 3 A dynamic camera will showcase the detailed players.







WORLD SERIES BASEBALL '98

Sega hits another Grand Slam!

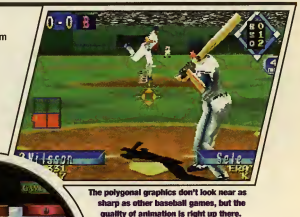
- SYS. Saturn
- PUB. Sega
- DEV. Sega Of Japan
- M.S.R.P. August

The PlayStation may be the sports system of choice, but when it comes to baseball, there is no one better than the Japanese team of developers behind the *World Series Baseball* games. I was concerned that the switch to polygons would take away from the great pace and play of earlier *World Series* games. Instead, it has kept all that was right and added a helluva lot more.

The biggest change in *WSB '98* is the revolutionary pitcher/batter interface that finally captures the feeling of stepping up to the plate against major league pitching. At the plate, you have two ways of hitting the ball, either by trying to track down a pitch with the batting cursor or picking a zone and timing your swing. There are four zones to choose from and certain batters have hot or cold zones that should be avoided or thrown into. Generally the best way to succeed at the plate in *WSB '98* (and in real baseball) is to look for a certain pitch in a specific place until you are behind in the count, then you just try to put the ball in play. There has never been a game that recreates this showdown better than *WSB '98*.

The arcade-style swervy pitches of last year are gone and have been replaced by realistic pitches that drop, curve, and slide just like in the real game. Once you pick your pitch, you then target an original location. From that spot, the ball moves according to what kind of pitch you've thrown. The key to getting batters out is to keep them off balance with changes of speed, location, and pitches (again, just like in real baseball). More brilliance lies in the way you have to know your pitchers in order to perform your best. Because every pitcher has different pitches and different kinds of movement, it is essential to learn all of the pitchers you use, so you can catch a corner with a curve or even purposely miss a corner with a tailing fastball.

While the graphics don't look near as good as last year's, the incredible fielding control, deeper simulation features, and unprecedented gameplay keep this as the baseball game to beat.



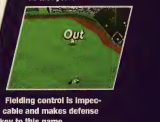
The polygonal graphics don't look near as sharp as other baseball games, but the quality of animation is right up there.



The option to turn off batter introductions keeps the game moving at a brisk pace.



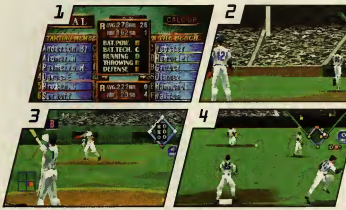
All of the stadiums are here and look at least as good as last year.



Fielding control is impeccable and makes defense key to this game.



Little things, like balls thrown too high to make a quick tag, are all figured into the game.



1 What the hell, I'm gonna sit Cal down for a game. 2 All of the accurate player ratings really show up in the game, making it hard to win anything with the lowly Cubs. 3 The mind battle in the two-player game is the best I've ever played. 4 The dynamic camera is very cinematic and is always playable.

1 As a pitcher, it is crucial to mix up pitches and stay out of the red zones (power spots). 2 By picking one of four zones you can wait on your pitch. 3 The batting cursor is easy to use, but makes it difficult to make solid contact.



NHL POWERPLAY '98

Like an Eric Lindross check, this game is a force.

- SYS. PlayStation, PC
- PUB. Virgin
- DEV. Radical Entertainment
- M.S.R.P. September



One sport that has no shortage of promising titles is hockey, and the PlayStation is lucky enough to host four serious hopefuls. Games like *NHL '98*, *NHL Face Off '98*, *NHL Breakaway '98*, and *NHL Powerplay '98* have all shown the look and features of champions. However, the only game I've gotten a chance to sit down and play is *Powerplay '98*, and the early returns are very good.

Even at 70%, the graphics are superb and the AI is superior to anything in last year's crop. The polygonal players of last year's game are back and looking even sharper, with details like numbers on the helmet and Bauer logos on the skates. But what makes *Powerplay '98* such a strong title is the realistic hockey AI. Players react and move like NHL veterans; setting up at the point or streaking down the boards. What's more, the goalies actually watch the puck go around the ice and can be screened out by players in front of the net. A couple of much-needed upgrades from last year are the stat-tracking and different handed players. Hockey purists just couldn't enjoy last year's game because there was no stat-tracking and every NHL player was mysteriously left-handed. That's not the case this year.

New animations have been added for a fresh look and to increase gameplay depth. Plays, like dropping to the knees to block a shot and firing in a goal from your belly, are just awesome to watch and, if you successfully pull one off, the incredible instant replay mode gets you in close for a great look. It's just too bad the camera can't be playable that close, because it looks amazing.

With all of the AI, strategy, graphic appeal, and simulation features, *Powerplay '98* has served notice to the rest of the contenders that it ain't going to be easy to topple this hockey giant.



Vicious checks sends players flying all over the ice.



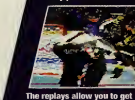
Choosing between slap or wrist shot should be in every hockey game.



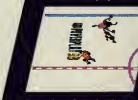
The game isn't even final and it's already better than anything last year.



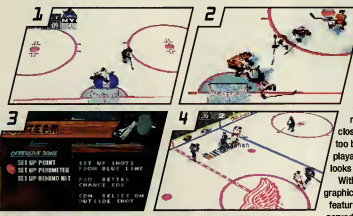
Stat-tracking has been added, much to my pleasure.



The replays allow you to get in close and see just how detailed the players are.



The variety of check animations is quite astounding.



1 The all-new goalie animations are beautiful to watch. 2 Checking players after the whistle, goal, or half is always satisfying. 3 New strategy options allow you to set up power-play and penalty killing plays as well. 4 The intelligent players perform according to your strategic thinking.



1 The game has a great feel for putting the biscuit in the basket. 2 & 3 Working a two-on-one down the ice is done to perfection. Work the defender and slip it in shortside.

ALL ACCESS

This month's code section is the biggest ever, with tons of the latest cheats and goodies to plug into your system. If you're a code junkie, you'll definitely want to check out the *UGP* disc for the code library containing all the codes for all the systems. What more can you ask for? If you think you've got something good enough to put in **ULTRA GP**, send your submission to: All Access, **ULTRA** *game players*, 150 North Hill Drive, Brisbane, CA 94005 or send your e-mail to: freyes@ultragp.com. Be sure to include your name, address, and what game system you own.

Your #1 source for Codes, Strategies, & Tactics!

SPIDER

BMG Interactive

PlayStation

Weapons & Health Refill



1-3 To enter this code, begin your game and then press pause. While paused, to refill Weapons/Power enter: Triangle, X, X, X, Circle, X, Square, Triangle, X, Triangle, Circle. If done correctly, the spider should regain power and weapons. You can perform this code as often as you want.

Flea Mode

4-5 Begin your game and then press start to pause your game. While paused, to turn into a flea, enter: Triangle, Square, Circle, Triangle. Spider should then shrink down to the size of a flea. This mode will greatly increase the difficulty of the game, since it'll be nearly impossible to see Spider on the screen.



TNN MOTORSPORTS HARDCORE 4 X 4

American Softworks

Saturn

Black Mother Truck

1-3 At any time while playing the game, press the Start button to pause your game and press B, Left, A, C, C, A, then Right. The announcer should say, 'Push it to the max!', if you've entered the code correctly.



Tank

caption: To drive the tank, you must be racing on the 'War Zone' circuit. Then, pause the game and press A, B, Right, A, C, A, Down, A, B, Right, then A. The announcer will say, 'Attack the tracks!'

Camera View

To view the race through an external camera, pause the game and press Right, A, Left, Left, Y, Down, Up, Left, then Left. The announcer will say: 'Whoa! Hardcore!'



MORE MONKEY MADNESS...



The Golden Banana's Powers are still going strong here at UGP headquarters, folks. It seems that select staff members have even built a small wooden shrine to IT over in a corner of the office. Meanwhile, Roger is slowly, but surely, getting used to walking upright after all those months of swinging from code tree to code tree, as the rest of us bipeds are waiting patiently for the next big winning entry to come sailing into our mail bags. Now, if you think that you can fulfill the duties of Code Monkey of the Month (including picking and preening Bill and Frank, or hunting elusive Big Macs for Roger and Mike), then send in your submission, your address, and what game system you own to: All Access, **ULTRA *gameplayers***, 150 North Hill Drive, Brisbane, CA 94005. Or send email to: freyes@ultragp.com. You were warned!

All PlayStation and Saturn Code Monkey winners will receive a GameShark Videogame Enhancer provided courtesy of Interact Accessories, Inc. Future Code Monkey winners who own an N64 will also receive a GameShark for their system, but unfortunately, N64 GameSharks are not yet available. ULTRA Game Players reserves the Right to substitue a prize of equal or greater value for N64 owners until such time that N64 Gamesharks become available. PC owners won't get jack! No, no, just kidding. PC owners will receive a prize of equal or greater value than a GameShark at the discretion of ULTRA Game Players.

CODE MONKEY



Crusader: No Remorse

PUBLISHER: ORIGIN
SYSTEM: PLAYSTATION

Sam Millican
Martin, SD

Here are the passcodes for all levels in all difficulty settings:

MAMA'S BOY

LEVEL	PASSCODE
2	FWQP
3	PLRQ
4	S2NF
5	TD5S
6	J1BT
7	K2CV
8	R3DW
9	M4FX
10	X5GZ
11	C6HD
12	D7J1
13	F8K2
14	FGL3
15	JFM4
REAL TIME	LRTN

LOOSE CANNON

LEVEL	PASSCODE
2	HWQP
3	RLRQ
4	V2NF
5	WD5S
6	L1BT
7	M2CV
8	Q3DW
9	P4FX
10	D5GZ
11	F6HD
12	GZJ1
13	H8K2
14	HGL3
15	LFM4
REALTIME	NRTN

WEEKEND WARRIOR

LEVEL PASSCODE	
2	GWQP
3	QLRQ
4	T2NF
5	VD5S
6	K1BT
7	L2CV
8	P3DW
9	W4FX
10	Z5GZ
11	DGH0
12	F7J1
13	G8K2
14	GGL3
15	KFM4
REALTIME	MRTN

NO REMORSE

LEVEL	PASSCODE
2	JWQP
3	SLRQ
4	WZNF
5	XD5S
6	M1BT
7	W2CV
8	R3DW
9	Q4FX
10	15GZ
11	G6HD
12	H7J1
13	J8K2
14	JGL3
15	MFM4
REALTIME	PRTN



CHEAT CODE:

To do this trick on the passcode screen, enter the word 'LDSR' and the game will say that you have an invalid password.

But in the middle of a game, you can access two kinds of cheats, by pressing one of the following combinations of buttons:

Press Square and R1 for full health and energy, or press Circle and R1 for all weapons and useables.

NEED FOR SPEED II

ELECTRONIC ARTS
PLAYSTATION

Secret Vehicles a Go-Go

CODE	EFFECT
ARMYME	Army vehicle
BEETME	Beetle
BMRME	BMW
BNZME	Mercedes
BUGME	VW Bug
BUSME	Bus
CITME	Citroen
CRATME	Crate
JEPME	Jeep
LCME	Landcruiser
LIMOME	Limo
LOGME	Log
MAZME	Mazda
OUTHME	Outhouse
QUATME	Audi Quattro
SEMIME	Semi cab
SNOWME	Snowplow
STDAME	Newstand A
STDBME	Newstand B
STDCME	Newstand C
TRAMME	Tram
TREXME	T-Rex
VANME	Van
VOVME	Volvo wagon
WAGOME	Carriage
YJME	Mid-80's jeep

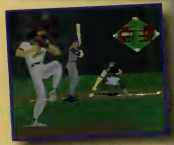


Purple dinosaurs? Hmm... It might be time to hit the wagon again.
















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"...VR Baseball '97 is the new king of baseball games."

— PS Extreme

"...a real contender for baseball game of the year — 92%."

— P.S.X.

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— Game Pro

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— Game Informer

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PlayStation
Designed for Microsoft® Windows®95
KIDS TO ADULTS
ESRB

CRUISIN' USA

MIDWAY
N64

Bonus Cars

1-4 For access to some secret cars, highlight one of the cars on the car selection screen and hold C-Up, C-Left and C-Down. You should be able to choose from a police car, a school bus, and a jeep.

Bonus Tracks

5-7 Go to the track selection screen, highlight a track and hold the proper buttons: Golden Gate Park: L and C-Left and C-Down Indiana: L and C-Right and C-Up San Francisco: L and C-Right and C-Down





Flashing Lights and Siren

Start a new race as the School Bus or Police Car. While playing, tap Brake, Brake, Gas to flash your lights and/or sound your siren.

TIGERSHARK

GT INTERACTIVE
PLAYSTATION

Necessary Codes

Invincible KURSK
Infinite ammo KIROV
Improved weapons. . . . RUBLE

Enter these codes at the appropriate screen.



IMPACT RACING

ACCLAIM
SATURN

Cheat Goodness

Enter these codes in at the password screen.

Code	Effect
ALLTOOLEDUP	all weapons
BONUSLEVELS	six bonus levels
ENDGAMELEVEL	final track
RABBITBADGER	level select
JOURNEYSEND	sound test







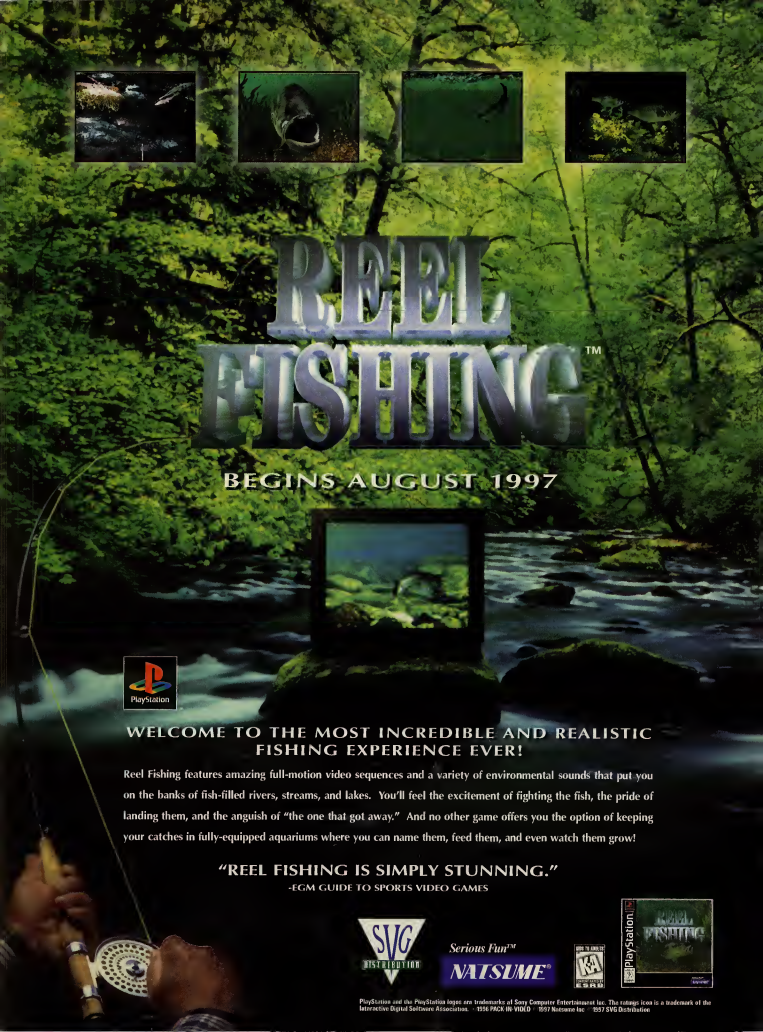
BLAST CORPS

NINTENDO
N64

Explosive Reaction

Drive up next to a building or obstacle and attempt to jump out of your vehicle by pressing the Z button. If you're too close, your man will simply yell, but he'll remain in the vehicle. If you continue holding the Z button, the obstructing object will blow up! This trick is very useful for buildings that can only be blown up by TNT or with other methods, but it doesn't work in the bonus stages.

http://www.ultragp.com


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WELCOME TO THE MOST INCREDIBLE AND REALISTIC FISHING EXPERIENCE EVER!
Reel Fishing features amazing full-motion video sequences and a variety of environmental sounds that put you on the banks of fish-filled rivers, streams, and lakes. You'll feel the excitement of fighting the fish, the pride of landing them, and the anguish of "the one that got away." And no other game offers you the option of keeping your catches in fully-equipped aquariums where you can name them, feed them, and even watch them grow!
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BRAHMA FORCE: BELT-LOGGER-9

JALECO

PLAYSTATION

Easier Game

At the 'Prese Start button' screen, hold diagonal up/right on the d-pad, X and Square, then preee Start. The enemy's attack and defense power will be greatly reduced. You'll also have more time to complete each level.

Harder Game

At the title screen, prese L1, R1, L2, R2, Square, X, Triangle, Circle.

Flight Mode

Finish the game in less than 1:30:00, then uee the eecond controller to press and hold L2 and R2, then preee X. Now while playing, you can prees R2 to fly up, or L2 to fly down on Controller One.

Sound Test & More

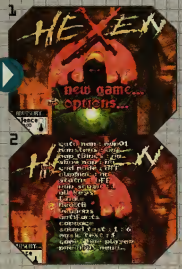
If you can finish the game in less than 1:30:00, you can select any movie, eound effect, or muelc track to play.

HEXEN

SEGA SATURN

Cheat Menu

1-2 Go to the options screen and enter Up, Down, Left, Right, Y, Y, Z, Z, A, X, Up, Down, C, B. You should now ba able to access a cheat menu that enables you to turn off the monsters, God mode, etc.



WAR GODS

WILLIAMS ENT.

N64

Cheat Menu





To anable the War Gods Cheat Manu, enter this code at the title screen: press right on the D-pad three times, press B twice, then A twice. If you do this correctly, you should see a quick flash on the screen and you'll hear: 'Call to evil...'. Now go to the Options manu and you'll find a new option for Cheat Menu.

FIGHTER'S MEGAMIX

SEGA SATURN

Alternate Costumes

1-5 At the character select screen, highlight Siba and prese the X button to choose him. You'll now be able to fight with him in blocky, old-school VF style. Highlight Bark and choose him by pressing A+B+C and he will show up at the fight in a Santa suit. Highlight Candy and press X for her new red costume.

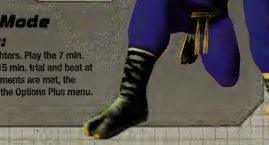




Weird Stage Floor

In two player VS. mode, adjust the option for your stage select. You'll want to choose 'B.M. 1' for your 'Wall' stage. Now have both players select Kumachan and before the fight starts, right when the announcer says: 'Round One,' have both players press the X button on their controllers. Pendachan'a face will now replace the original pattern on the ground.





Accessing Hyper Mode In Survival Mode:

Play the 2 min. trial and beat at least 2 fighters. Play the 7 min. trial and beat at least 6 fighters. Play the 15 min. trial and beat at least 11 fighters. Once all of these requirements are met, the option for Hyper Mode will be available in the Options Plus menu.

ALBERT ODYSSEY

LEGEND OF ELDEAN™

In A World Borne Of Enchantment,
There Exist Only One Rule:
Expect The Impossible.







KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

OFFICIAL SEGA SEAL OF QUALITY

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA Saturn™ System.

SEGA SATURN™

WORKING DESIGNS®

Our games go to 11!™

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STAR GLADIATOR

CAPCOM

PLAYSTATION

Dark Mode

1



2



1-2 At the Vs. screen, press and hold L2, R2 and Down until the fight starts. You'll now be fighting in the dark.

Play as Bilstein



3-5 Enter Arcade Mode, then hold Select, move the cursor right to highlight Gore, and press X, Circle, X, Circle, Square, Square, Square, Triangle, Triangle, Triangle, then X and Circle.

4



5

Play as Kappah



6-7 You must enable the Bilstein first. Enter Arcade Mode, then highlight Bilstein and press Select. Next move the cursor over to the left and highlight Hayato, then press Circle, Square, Triangle, Square, X, Square, Triangle, Square, Circle, Square, then X and Triangle.

7



NBA SHOOTOUT '97

SCEA

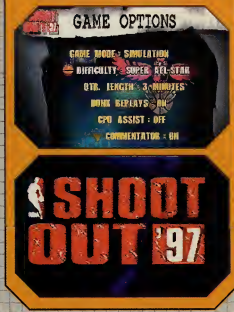
PLAYSTATION

New Difficulty Level

When highlighting Difficulty in Game Options, press L1, R1, L2, then R2. If it worked, you'll immediately see another level of game difficulty: 'Super All-Star Difficulty.'







Play as Blood

You must enter the Kappah code before entering the Blood code. Now, enter Arcade Mode, then hold Select, highlight Hayato, then go left to highlight Bilstein, and press X, Square, X, Square, X, Square. Now move the cursor to the left and highlight Kappah, then press Circle, Triangle, Circle, Triangle, Circle, Triangle. Now press L1 and R1 at the same time. This is tricky, but if you do it right, you should be able to select Blood as a playable character!



Easy Game Reset

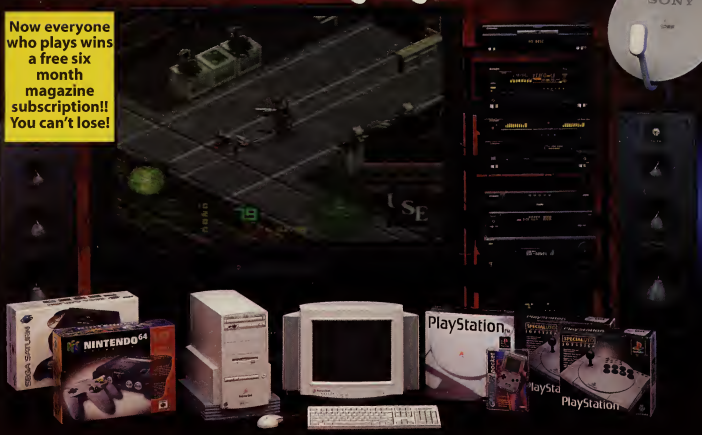
To reset the game while playing, press L1 and R1 and Select and Start.

WIN! The Ultimate Gaming Rig!!

OVER $20,000.00 IN PRIZES!

PANDEMONIUM

Now everyone who plays wins a free six month magazine subscription!! You can't lose!



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles get a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 200 Mhz MMX Pentium, 24 meg. RAM, 4 Gig. HD, 8X CD-ROM, Windows 95, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation w/ ASCII control pads; Sega Saturn; Game Boy Pocket; and Nintendo 64! Get all four or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

		H				
			E			MYSTERY WORD
P	I	N	C	H		W
		R				
S						

WORD LIST and LETTER CODE chart

PINCH	W	PRESS	K	BLAST	A
BREAK	Z	PUNCH	S	SPRAY	C
STOMP	T	STAND	R	PRESS	E
CRUSH	I	SCORE	H	SLANT	L
WRECK	D				
TURBO	V				
DREAM	O				
CHASE	P				

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes! ENTER ME TODAY, HERE'S MY ENTRY FEE:

- ☐ ($3.00) Video Game Contest
- ☐ ($3.00) Media Rig Contest
- ☐ ($3.00) Computer Contest
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Calendar of Events

IGN
IMAGINE GAMES NETWORK

IMAGINE GAMES NETWORK

Our Affiliates:

www.gamefaqs.com

Third
3rdgeneration.com
www.3rdgeneration.com

http://www.zerograv.com

www.vidgames.com

www.infods.com/trader/

www.gaming-enthusiast.com

www.videogamelinks.com

www.stomped.com

www.psxnation.com

www.metro.net/slikatel

www.segasages.com

www.sega-saturn.com

www.videogamers.com

www.vfhome.com

www.playsite.com

outpost.simplenet.com

www.evansville.net/~tyrant21/duke.htm

www.escape.ca/~tpeters/gamers.html.com

FRI AUG 1

JUST APPALLING
Meet the crap of the crop, as *SaturnWorld* brings you the baddest of the bad in a 10 category menagerie of the worst games ever.

POLL
A special *Videogamers.com* poll asks you: What video game are you looking forward to the very most?

CHAMPIONSHIP CHESS TOURNAMENT
Compete live against other human opponents in this special *PlaySite* event. Only the best of the best are allowed to play, so the quality of play will be outstanding. 10 PM EDT (7 PM PDT, 3am GMT)

MON AUG 4

TOUR BANDAI
PSXPower visits games publisher Bandai at its US headquarters. Get a sneak peak of Bandai's upcoming PSX titles, as well as interviews with the guys who bring you the games!

WIN DYNASTY WARRIORS, AND AN ASCII ARCADE STICK
Here's your chance to win the awesome Dynasty Warriors, plus the best PSX Arcade stick on the market, courtesy of *Third Generation*.

TUE AUG 5

SUPER Q&A DAY
More than 25 of your most burning videogame questions will be answered in *Next Generation Online*'s triple sized Asking section.

WED AUG 6

NINTENDO THE TOPS?
Is Nintendo fighting the good fight against Sony and Sega? *N64.com* reports on how Nintendo is combating its opponents and how Nintendo will continue to market its 64-bit machine.

THU AUG 7

WORKING DESIGNS DISCOGRAPHY
Ultra Game Players Online explores the titles of this remarkable company's past, present, and future.

FRI AUG 8

WIN A PLAYSTATION
PSXPower has a PlayStation to give away, but you know we're going to make you work for it. Take a picture of yourself in a public place proclaiming your love for the PlayStation. We don't care what you do, as long as tons of people know how much you love your PSX!

CHECKERS TOURNAMENT
Test your skills in this live competition. Watch real National Grandmasters (and former champions) duke it out only at *PlaySite*. The best play here! 4 PM EDT (1 PM PDT, 9 PM GMT)

MON AUG 11

DEMO-LITION DAY
Five hot new PC demos and two Mac demos will be added to the *Next Generation Online* demo library.

TUES AUG 12

JAPANESE FOR GAMERS
From *SaturnWorld* - the top fifty terms every RPG fan should know.

WED AUG13

THE NEW CROWD
Who are the new developers looking at making cartridge-based games and what keeps them going?

THU AUG 14

MEET PC GAMER EDITORS
Come chat with the *PC Gamer* editors, and find out their take on the new slew of games coming out during the Christmas season.

FRI AUG 15

PSYGNOSIS INVASION
Join *Ultra Game Players Online* as it takes over the offices of Psygnosis and goes behind the scenes of some upcoming games!

www.next-generation.com

www.ultragp.com

www.n64.com

www.bootnet.com

www.imaginegames.com

Every day, one of the seven sites in the Imagine Games Network hosts a special event. These include interviews, chat forums, downloads and extra features.
And they're all absolutely free.

All you have to do is to check the times and the dates of the events, and make sure you're there to enjoy them. You'll find the urls of all the sites at the bottom of this page.

AUGUST

BACKGAMMON TOURNAMENT
Jump in and join the Backgammon Tournament at the fastest growing java games site on the web — *PlaySite*. 2 PM EDT (11 AM PDT, 7 PM GMT)

SAT AUG 16 **POLL**
In a special forum poll, *Third Generation* asks "Which Imagine magazine is your favorite?" A randomly selected winner win a free subscription to the Imagine magazine of their choice.

MON AUG 18 **TUROK II LATEST**
N64.com gives its readers the low-down on Acclaim's highly anticipated on Turok 2.

TUES AUG 19 **SONIC VS MARIO**
Who'd win in a fight? Sonic Versus Mario? Crash Versus Blasto? Who would be toughest? *Ultra Game Players Online* lets you know as we pit mascot against mascot.

WED AUG 20 **SATURNWORLD POLL**
In which you vote for the lamest genre of them all....

THU AUG 21 **SPORTS ROUND-UP**
Everyone knows the PlayStation has the greatest sports titles by far, but which ones are the all-time best? *PSXPower* takes an in-depth look at all the contenders. As an added bonus, we've got a very special prize to give away: a set of Jack Nicklaus golf clubs. Don't miss it!

FRI AUG 22 **AUGUST MADNESS CONTEST**
Here's your chance to win your share of $3,000 in games, peripherals and more from *Next Generation Online*.

REVERSI TOURNAMENT
That classic game from your youth is available for free at *PlaySite*. Get your name in lights by winning the tournament!
8 PM EDT(5 PM PDT, 1 AM GMT)

MON AUG 25 **COOL DRIVING**
N64.com alms its critical eye at the overwhelmingly cool library of current and upcoming driving games. Why is this genre revving its engine while the fighting genre seems to be missing the critical titles?

TUES AUG 26 **PLAYSTATION CONTROLLER DAY**
There are now mountains of PlayStation controllers on the market. Which one's are worth your dollars? *Next Generation Online* explores...

WED AUG 27 **HISTORY OF RPGS**
Ultra Game Players Online takes a look back at some of the most memorable RPGs ever.

THU AUG 28 **ARE YOU READY?**
Think you have what it takes to combat a *PC Gamer* editor In a multi-player game? Here's your chance to find out. Meet on the *PC Gamer* palace site first, and then we'll split up and play some games.

THIRD GENERATION
Win a *Third Generation* Box of Gaming Great Stuff. Win a box full of great gaming artifacts, including demo's, promo stuff, posters, Press kits, controllers, magazines and at least one game.

FRI AUG 29 **YOUNGBLOOD CHAT**
Special representatives from GT Interactive will be on the palace to chat one-on-one with *PSXPower*'s readers about their upcoming real-time strategy game, Youngblood, based on IRob Liefield's popular comic series.

All events begin at 6pm PST

As the Last Refuge for the True Gamer, *SaturnWorld* is dedicated to bringing you the latest information on Sega's premier 32-bit platform, the Saturn. Updated daily, SaturnWorld reports on Sega's triumphs and struggles, where it's been, and where it'll strike next, with news, codes, reviews, previews, and the strongest Saturn community this side of the television screen.

www.saturnworld.com
www.psxpower.com
www.pcgamer.com

Keep checking the IGN Palace for even more events!

DIE HARD ARCADE

SEGA SATURN



Moves Key:

P = Punch
K = Kick
J = Jump

Turn Attacks

Backfist	P + hold ↺ or ↻
Side Kick	K + hold ↺ or ↻

Basic Moves

Punch	P
Kick	K
Jump	J
Low Punch	↺ + P
Low Kick	↺ + K
Run	Tap and hold
Grab	Touch any enemy
Uppercut	Hold ↺+ P, P, P
Foot Sweep	Hold ↺ + P, P, K

Special With Grab

Shove Over	K, K, K
German Suplex	P, P, K, K, K
Giant Swing	P, K, P
Mad Dog	K, P, K
Reverse Armlock	↺ + P
Shoulder Throw	↺ + K
Pile Driver	K, P, P, P, P, K
High Charging Elbow	P, P, P
Frankensteiner	J, P
Launch Kick	J, K





Jump Attacks

Shoulder Slam	J, ↺ + P
Knee Slam	J, ↺ + K
Double Jump Kick	↺ or ↻, K+J
Spinning Attack	P + K + J
Double Hammerfist	J, Hold P
Jump Kick	J + K
Drill Kick	J, hold K



Special Moves

Vertical Back Kick	P, P, P, K
Jump Back Spin Kick	P, P, P, P, K
Stun Palm	hold P, release
Backflip Kick	hold K, release
Leap Kick	Run + K
Tackle	Run + P
Dragon Uppercut	P + J
Dashing Elbow	P + J (D-pad ↺ or ↻)



SPECIALS WITH WEAPONS

Broom, Pipe, and Robot Leg

Triple Spin High	P, P, P
Down Up crosswire	K, K, K
Crossbar Rising Jab	↺ + P
Low Sweep	D+K
Pole Vault	Run + K
Joust Attack	Run + P
Dragon Pole Uppercut	P + J
Jump Forward Sweep	↺↻ + K

Missile Launcher

Fire	P
Kick	K
Turnaround Swing	↺ + P

Anti-tank Rifle

Fire	P
Downward swing	K
Turnaround Swing	↺ + P

Handgun or machine gun

Fire	P
Crouch and Fire	↺ + P
Kick	K
Fire diagonally down	J, P
Turn and Shoot	↺ + P
Dragon gun uppercut	P + J
Handcuff arrest	Grab, P, P
Hogtie arrest	Grab, K, K
Double kick head smash	K, K, P
Double Sweep Uppercut	Hold ↺, K, K, P

Axe, Knife, and Bottle

Jab	P
Slash	K
Triple Poke	P, P, P
Low Triple Slash	K,K,K
Low Slice	↺ + K
Super Drop	J, ↺ + P
Dragon Ax Upper	P + J

GAME SHARK CODES



Note: You must have a Game Shark to enable these codes.

PLAYSTATION CODES



Dark Forces

Infinite 8laster Ammo
8009510B 03e7
Infinite Thermal Detonators. . 80095114 03e7
Red Key 800950b6 ffff
Infinite Shields 80095128 0064
Infinite Mines 8009511c 03e7
Stouker Concussion Rifle. . . . 800950ae ffff
Assault Cannon 800950b2 ffff
Assault Cannon Ammo..... 80095112 03e7
Infinite Cells 8009510c 03e7
Yellow Key 800950ba ffff
Blue Key 800950be ffff
Level Select 80010018 000f
Laser Rifle 8009509c ffff
Infinite Health..... 8009512c 0064
Auto-Gun 800950a2 ffff
Packered Mortar Gun..... 800950a6 ffff
Jeron Fusion Cutter 800950aa ffff
Infinite Shells 80095t1a 3e7

Reloaded

Infinite Ammo P1+2..... 80081d9c 0000
Infinite Bombs P1+2 80081780 0000
Infinite Lives P1+2..... 80081500 0000
Infinite Lives P1+2..... 80081502 0000

King's Field II

Infinite HP..... 801824FA 03E7
Infinite HP..... 801824FC 03E7
Infinite MP 801824FE 03E7
Infinite MP 80182500 03E7
Magic Meter..... 80182506 1388
Magic Meter..... 801E103A FF00
Magic Meter..... 801E1044 FF00
Strength Meter..... 801A120C 1208
Strength Meter..... 801A120E 001A
Strength Meter..... 80182502 1388
Strength Meter..... 80182b9C 0000
Strength Meter..... 80182b9E 0000

Tecmo's Deception

Infinite MP 800a3860 ffff
Infinite Gold 800a3868 ffff
Infinite Health..... 800a37e2 6464

Impact Racing

Infinite Ammo..... 80030415 0000
Infinite Ammo..... 8003032e 0000
Infinite Ammo..... 80030216 0000
Infinite Ammo..... 8003076e 0000
Infinite Ammo..... 80033772 0000
Laser Coolant..... 800b8634 0000

Destruction Derby 2

Enable All Tracks..... 80079758 0007

Enable All
Arenas..... 8007975c 0004
Score 1000 Pts 80095692 03e7
Infinite Armor..... 8008a344 0000
Infinite Armor..... 8008a34c 0000
Infinite Armor..... 8008a354 0000
Infinite Armor..... 8008a358 0000
Infinite Armor..... 8008a360 0000
Infinite Armor..... 8008a368 0000

SATURN CODES



Crusader: No Remorse

Master Code..... f6000914 c305
b6002800 0000
Infinite RP Ammo..... 160dbe24 093c
RP-32..... 160dbde8 0100
Shotgun 160dbdec 0100
Laser Rifle 160dbdf4 0100
Grenade Launcher 160dbe04 0100
Infinite Shotgun Ammo 160dbe28 040b
Infinite Spider Bombs 160dbdc8 0900

Shining Wisdom

Master Code..... f6000914 c305
b6002800 0000
Infinite Health..... 1606615a 003b
Infinite Money 16006114 2500
Have Shining Sword..... 3606613c 0001
Have Monkey Suit 36006142 0001
Have Healing Herb 3606611a 0001
Have Slide Shoes 3606613e 0001
Have Mole Claw 36006143 0001
Have Pegasus Helm..... 36006146 0001

Impact Racing

Master Code..... f6000924c305
Infinite Mines..... 160dc19e0063
Lasers Never Overheat 102457120000
Quad Laser..... 160dc1b66404
Missile Launcher 160dc18c0100
Infinite Missiles 160dc1960063
Fire Wall 160dc18e0101
Infinite Fire Fuel..... 160dc1a20063
Heat Seeking Missile..... 160dc18c0101
Infinite Heat Seekers 160dc19a0063
Smart Bomb Launcher..... 160dc1900101
Infinite Smart Bombs..... 160dc1a60063

NFL '97

Master Code..... F6000914C305
Master Code..... 860028000000
Home Team Scores 0..... 16095A8A0000
Home Team Scores 0..... 16095A960000

DIE HARD TRILOGY

Fox Interactive
Saturn



Cheat Menu

At the copyright screen, press C, A, B, B, Y, C, A, 8, 8, Y. Now at anytime during gameplay, enter the pause menu and select 'Cheat.'

TNN MOTOR-SPORTS HARDCORE 4 X 4

ASC Games
PlayStation



Raining Frogs Code

Access the Race Type screen and choose 'Time Trial.' Next, access the 'Start Race' option and enter the following code in the 'Edit Names' Option: RAINFROG. Note: You must select 'Severe' on the Weather option screen to get this code to work!

Secret Truck

Access the Race Type screen, and choose 'Time Trial.' Next, access the 'Start Race' option and enter the following code in the 'Edit Names' Option: MAIN-LINE. You'll now have access to the hidden truck, 'Mother.' Now go back to the Main Menu and choose your new truck.

MACHINE HEAD

Eidos
PlayStation

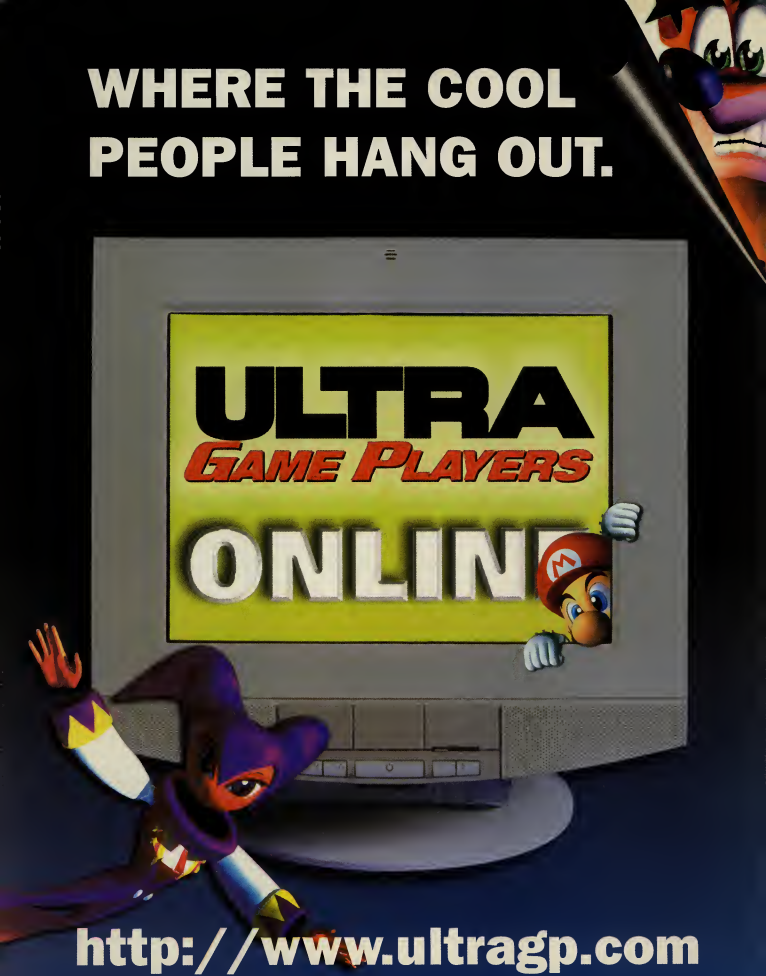


Level Passwords

Enter these codes in at the Password screen.

Level	Password
1.2	SDDZF0STJJ
1.3	HYM7G0DECM
1.4	EPPGHOXWDQ
2.1	I54FH0D5BF
2.2	E94FHOLLKJ
2.3	MHLFHODTCM
2.4	ALLFHOXGPU
2.5	BDNJHOLLPU
3.1	5SBGHOXIKJ
3.2	E9GGHOJIQH
3.3	9FOJGOLZJD
3.4	SKAGHO9P4O
4.1	JJOBNN9FCM
4.2	EYWJHOP7BF
4.3	JQNFHOP7BF
4.4	7G9DAOMOCE
Endgame	6N9DAOQJ2

WHERE THE COOL PEOPLE HANG OUT.



http://www.ultragp.com

Next Month

LEGAL CRAP

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BPA INTERNATIONAL

Standard Mail enclosed for the following citizens: A.E.O.A.I.E.N

Bulk Rate
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Facility Permit No. 177

BANJO KAZOOIE

The name might not mean much to you now, but Rare and Nintendo have teamed up to bring you a game that makes *Donkey Kong Country* seem positively provincial. Previously known as *Dream*, it's the killer-app Nintendo needs to take N64 to the next level!

N64's Dream game

SEGA'S NEXT STEP

With Saturn failing and everyone else rising, Sega needs to make some drastic changes and fast. We've got the inside track on its plans for future world domination — it involves PCs, Arcade machines and an amazing new console.

Madden '98

***The biggest name in sports videogames is back for another season. We give you the full story on* Madden '98 *and see how it stacks up against Sony's polygonal wonder,* NFL Gameday '98.**



THE E^3 STORY

Every game shown in Atlanta, every piece of hardware and every bit of hot gossip. We'll bring you the most complete round up of the greatest show on Earth.

Issue 101 on sale Aug 19th!

We Hit 100

...and senility isn't even the problem we thought it would be!

Well, it's taken one hell of a long time, but here we are: Issue #100! We could have been here sooner, but our publisher said we couldn't start numbering the issues by tens, so... Anyways, it's been quite a journey from our humble beginnings as a videogame sweat shop, working underage children to a brutal death in pursuit of gaming goodness, to our current standing as the best game mag in the business, where adults are worked to a brutal death in search of gaming goodness. We could have done just about anything to celebrate our 100th issue, but we decided on three tried and true features. First, find out what's happened to your favorite *game players* staffers after they left *game players*. Secondly, test how much you know about the history of *game players* with our "Test Your UGP IQ, OK?" quiz. And finally, we're buying all of our readers lunch. Yep, that's right! Just go down to your nearest fast food joint, walk up to the counter and say "Hey, I'm a really big **ULTRA** *gameplayers* fan, so gimme my damn free lunch! Hop to it! Chop chop!!" In no time at all, you'll be enjoying delicious, deep-fried goodness for free. Really!!! It's just our way of saying Thanks a lot for reading our mag!' So what are you waiting for? Enjoy the meat and the 100th Issue of **ULTRA** *gameplayers*. Remember, if you find a bone in the chicken, spit it out into your napkin, not on the table! By the way, we're kidding about the lunch, you moron!!!









Fear me!!!



Roger during his daring 'Farrah Fawcett Redux' period...

Where are they now?

Over the years, a whole bunch of folks have contributed to the wonder that is **ULTRA** *game players*. Some are still here (We keep telling Rog to run away, but he's not buying the tidal wave idea...), while others left their mark on the mag, kinda like a cat marks its territory, and moved on. We've kept tabs on them (more for our own protection than any other reason), and now it's time to spill the beans on those of our co-workers who wouldn't cough up our little 'Your Secret Is Safe With Me' fee. So, without further ado, here's the dirt on the dearly departed:



trent ward

Trent is still in the videogame business. He's that bum who panhandles outside Nintendo headquarters in Seattle. His tagline, 'Sundicate, schmundicate! Gimme a quarter!' is generally good for a laugh or two...



matt firme

Matt was a game reviewer in the very early days of Game Players. He has since moved on to a very lucrative modeling career as PC Gamer's Coconut Monkey. And you thought someone made up that face...



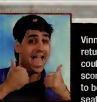
chris slate

Chris has been the cause of much concern since leaving Game Players. He's been seen at several crime scenes, wearing his purple cape and a steely glare. He doesn't say anything and will usually go away if offered a Big Mac.



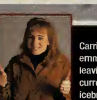
mark higham

Mark left Game Players to return to jolly olde England, where he became the president of Local 15 of the International Brotherhood of Disco, Go Go, Cage and Exotic Dancers.



vinny dernicell

Vinny left Game Players to return to the Big Apple so he could 'settle some old scores'. He's now rumored to be sharing a deluxe box seat in The Meadowlands with Jimmy Hoffa...



carrie ward

Carrie has moved into government service since leaving Game Players. She's currently employed as the icebreaker on board the HMS BattleAxe. It figures...















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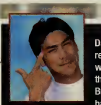
doug 'hooters' brumley

Doug's unfortunate nick-name has plagued him ever since he left Game Players. He's now employed at 'Big and Bouncy Brassieres', as a cup fitter.



patrick baggatta

Patrick went into show biz after Game Players. His per-fomance as 'Chuck Steak - Meat Puppet Ninja' has earned critical acclaim from the Cattlemen's Association. See, that wasn't a vegetarian joke... Oops!



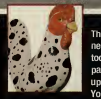
darrell sasagawa

Darrell left as a result of a religious vision that he had while on deadline. Since then, Darrell's chain of 'Baby Buddha Burger' restaurants has made him wealthy.



gazuga

This 900 foot tall, 3-eyed ape disappeared during The Cleansing. He was either hurled into space or caught the last train to Bakersfield. Large, smeary finger prints on heads of lettuce in local stores lend creedence to the Bakersfield theory...



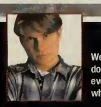
gamer.h as 'a chicken'

This Game Players antihero never really existed, OK? We took a picture of Jeff, painted it black and made up a bunch of wacky stuff. You fell for the whole thing. Heh, heh, heh...



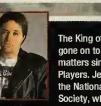
vince mathews

Vince Matthews never really existed, either. We took Trent Ward, gave him a southern accent and made up a bunch of sordid stuff. You never really fell for this one, though...



jon gagnon

We don't know what Jon is doing lately. Hell, we hardly ever knew what he did when he was here...



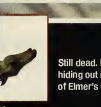
jeff lundrigan

The King of Caffeine has gone on to more serious matters since leaving Game Players. Jeff now works for the National Geophysical Society, where he simulates earthquakes and volcanoes.



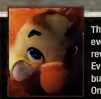
shaquille o'neal
scottie pippen

These two slackers couldn't stand the heat in the journalistic kitchen that is Game Players, so they quit. They spend their time just hanging out and shoot-ing hoop. What a waste...



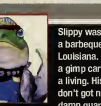
dead horse

Still dead. Rumored to be hiding out in select bottles of Elmer's Glue.



bobo

This cute little clown was everyone's fave until he was revealed to be the Ultimate Evil of The Box. Since being bumped off by Bill, the Evil One has been busy planning his revenge. 'Fear me!' says the cotton-crammed demon.



slippy

Slippy was finally caught by a barbeque chef in Louisiana. Now confined to a gimp cart, Slippy begs for a living. His tagline, 'Hey, I don't got no legs, gimme a damn quarter!' is really beginning to get on the French Quarter's nerves.

test your ugp I.Q., eh?

1. Why is the August, 1995 issue of ***game players*** considered 'infamous'?
2. Who were the Unholy Three?
3. Which ***GP*** staff member was famous for taking off all his clothes on the dance floor?
4. Which member of the ***UGP*** Art Dept. was referred to as a 'chick'?
5. In times of severe trouble, who keeps hearing voices in their head that say 'Have another beer!'?
6. What famous character always answered questions with '....'?
7. Who would win in a fight — Fighting Franny Reyes or Karate Karle Ward?
8. In what issue did Mike Salmon appear in a diaper?
9. What animal was in the box with Roger the rookie?
10. What was the name of Super Buddy's sidekick?
11. What are these animals doing?



12. How many masks have we printed in the Subscribers Newsletter?
13. What was the largest amount of cheese ever received in the mail in one envelope?
14. Who was Major Monkey?
15. Who could only find filet mignon to eat?

answers:

Diamond JR' Jumpy Goldman
12. One hound. 14. He lurked the Fart Tower in the
13. A gallon. Eugene Earl Duke. Fat Farter
10. Fat Rat. Human Fart Guy. Thunderfart.
Jessie St. Trunnis. 12. A Total Jerk.
9. Real Moose. 7. We got Franny! He had more fat than
6. Jose Jalapeno. 5. Wait, did I say that? I meant
Hopped the journey. I put the peckerwood
3. Jackie Jobs. He pooped his pants.



Mike realizes that his dog ate his copy again...



See? Crunch time can be fun!!!



Network CONNECTION

Just in time for the 100th issue comes this installment of Readers Network. Hmm... Come to think of it, it couldn't come any ohter way, could it? Oh sure, we could just make this a little six page mag and send it out all by itself into a cruel and uncaring world. You'd like that, wouldn't you, you heartless rats!!! You'd love to see some poor, defenseless six page section full of wacked out letters and game questions standing all alone in the gutter during a howling rain storm, holding a little cardboard sign that reads 'Will entertain for food'. And you'd laugh like mad dogs as car after uncaring car splashed the little book with muddy brown... Ooops, medicine time! Hey, write to us, OK?

Network Connections
ULTRA GAME PLAYERS
150 North Hill Drive
Brisbane, Ca 94005

LETTERS FROM OUR READERS...

EVIL WAYS

I was really excited when I heard *Resident Evil 2* was coming out. Then I was disappointed when I heard *RE2* was going to be delayed until May, instead of coming out in March. Now it's May and I was really excited. But I have just received your May issue of *UGP* and on your release list it didn't say that *RE2* was coming out in May. So then I decided to look through my older magazines to see if your magazine or any others said something. And when I was reading my February issue of another mag, it said that *RE2* wasn't coming out until Fall of '97. So when is *RE2* coming out — May or the Fall of 97?
Brian Bruce
Ravena, NY

FRANK>>> *Well,* Resident Evil 2 *has been massively delayed, largely because Capcom wants it to be more than just a bunch of new levels for the first game. Fall '97 is one of the more optimistic estimates for a release date. Don't hold your breath, but it should be out before Christmas (in Japan at least).*

SPARE A DIME?

This is a very serious letter, so please read with interest. You see, I have no family, no friends, and no home. I am just a bum who lives on the streets and lives off panhandling. In my spare time, I go to the town QalMart and read my favorite magazine, *ULTRA Game Players*. You guys are my only family. Frank, you're my daddy. Mike, you're my mommy. Roger, you're my sister. And Bill, you're my bestest buddy! I love every one of you guys.

To repay your kind beneficial souls, here is eleven cents from the can I recycled just for you!
Chupez Alacala,
Lake Elsinore, CA

ROGER>>> *Dear Frank and Mike's Love Spawn, sorry to hear about your dire predictament, but there is this little issue of reading UGP for free at your local QalMart. You see, if you don't PAY that very reasonable price located in the lower right-hand corner of the cover, your UGP 'family' could end up on the streets licking empty Big Mac containers with you. We wouldn't want that now, would we? So we will accept your eleven cents as a deposit on your QalMart accrued balance of $77.84 (13 issues + 20% interest). So get your raggedy, panhandling butt on the street and start contributing to the Gross National Product.*

MIKE'S SON?

I am a big sports fan and love sports games. I also own a N64 and I am disappointed that they have not made any good sports games. Why does every other system make good sports games and Nintendo hasn't made any? Please tell me that this is going to change, and that they are going to make good simulation sports games like NBA Live, Madden, Triple Play, and NHL, or any other good sports games. I don't like those basball games Nintendo makes with those big head players with little bodies. If they are going to make any good sports games, when are they going to come out?
Brad Olmetti
River Grove, IL

MIKE>>> *Be patient, my son. EA has signed on to be a developer of Nintendo 64 games and plans on having versions of Madden, NBA Live, NHL, and Triple Play byearly next year. Until then, International Superstar Soccer is the most amazing soccer game ever made and well worth playing. Watch for Quarterback Club 64, which is looking amazing and will be out by this Christmas. Until then, it's just not the sports system, but in time it may catch up.*

MEET THE TEAM


Thrifty Scot or just a tightwad?


Great raconteur or big loudmouth?


Sly genius or funny farm fodder?


Skilled athlete or hoops tramp?

Natural gamer or instruction booklet reader?

FACE IT

My friend Jeff says I look like Bill. Sorry that there's no picture... Matthew Chipperfield Lincoln, RI

BILL>>> *Darn it, Matthew, how can one person be so lucky and so unlucky at the same time? Everyone knows what a joy it is to look like me (me included), but you didn't send in a picture proving it, so you weren't registered for the 'Hey, I Look Like Bill, So Gimme The $5000!' contest. Don't bother sending in another entry, 'cuz now you're listed in our database as a loser. At least you still look like me though, you lucky guy!*

RAVING MAD

What's all the ranting and raving about this 'New' super arcade? New my eye! Have you checked out 99 Rathburn road in Mississauga, Ontario? This 'super arcade' you're talking about is an exact copy of the Sega City Playdium! Right down to the food in the restaurant! This is a ripoff of our Canadian version!

Either the two companies are working together or some ideastarved American came, played and copied our idea!!!
Jill Wilson
Fort McMurray, AB Canada

FRANCESCA>>> *Jill, first off, take a deep breath and count to ten. Isn't that better? Now, none of us here are quite sure what 'super arcade' you're going on about, but we have a good idea that you're referring to the Dreamworks center that popped up in Seattle. Hint: Sega had a hand in Dreamworks and it seems that they had a hand in the Playdium as well. With that said, you can now see that nobody ripped anyone off. Geez, I used to really wonder why everyone always picks on Canadians. I mean, I don't mind the constant stream of bad voice-actors crossing the border or the mispronunciation of 'sorry' or all the stale, generic Celine Dion songs or even all the B-movies with Cheryl Ladd in them, but I'm beginning to think that maybe I should change my opinion.*

When you check, he wakes up and follows you. How do you get Jill's 'bad ending'?
Peter Wood
Shrewbury, MA

FRANK>>> *A zombie bit my brain. Now I need to eat brains. Mmm, brains. Maybe you shouldn't check on Barry. Mmm, maybe you should eat brains. Mmm, maybe I eat your brain. Aack! Brains...*

GREEN BRAINS AND HAM!

I am very angry with Capcom. In the Resident Evil Strategy Guide, it says that if you want to get the 'bad ending' with Jill, leave Barry in the Tyrant Room after he gets slashed. I have tried that many times and found out that it is impossible. If you try to leave the Tyrant Room without Barry, the game says that you have to check on him.



VISIT OUR WEB SITE:

HTTP://www.ultragp.com

FRANK: foconnor@ultragp.com
BILL: bdonohue@ultragp.com
MIKE: msalmon@ultragp.com
ROGER: rburchill@ultragp.com
FRANCESCA: freyes@ultragp.com

TALK THE INDUSTRY

Dear Working Designs,

I have a few questions that I'm hoping that you can answer.

1. I've heard that you are now publishing a game *(Raystorm)* for the PlayStation. Can PlayStation owners expect any of the RPGs that have been released or are planned for the Saturn to become available for the PlayStation?

2. Since WD has been porting over some of the games that GameArts has been releasing in Japan, does this mean that we might possibly see *Grandia* in the States? I've heard that it's one of the coolest RPG's ever! Are you planning on publishing it? If so, when can we expect it?

3. For the game, *Lunar: the Silver Star Story*, I'm also wondering if you are planning on keeping the same voice actors that worked on the original Lunar. If you aren't, please reconsider! They were great and made the cinemas enjoyable.
Dan Stephens
Shreveport, LA

A Working Designs representative responds:

1. It's always a possibility that games we publish for the Saturn may end up on the PlayStation, and vice versa, but there have been no plans made for any such port-overs. For the moment, we're planning on keeping Saturn titles and PlayStation titles exclusive to the respective systems.

2. Game Arts' Japanese RPG, *Grandia*, is not going to published in the U.S. by Working Designs. We do believe that the title has been picked up by Sega for release here, but there has been no further word on the matter.

3. More than likely, we will be keeping the same voice actors for *Lunar: the Silver Star Story* that worked on the original *Lunar* game.



Gee, Richard, too bad you didn't get to see the good ending... we did! Yummy!

COOKIES AND...

I just finished beating *Tomb Raider* for the second time, and I'm a little disappointed with the ending. I uncover the secret of Atlantis and blow up a whole friggin' island and all they can show is Lara driving away in a crappy boat!? What kind of ending is that???

***Tomb Raider* is the greatest game I have ever played, but the crappy ending ruins the whole thing. I'm tired of companies making kickass games and then ignoring the ending. It's like licking the cream off an Oreo and accidentally dropping the cookie in the toilet.**
Richard Watkins
Lake Hi, NJ

ROGER>>> *Hey Rich, you mean you didn't find the double secret ending? The one where Lara takes her crappy boat to a deserted island and proceeds to smear Oreo cream all over her body and then asks you to lick it off? I thought everyone knew about that ending! Tell you what, you send me $500 in unmarked bills (US currency, please) and the 'double secret ending' will be on the way.*

THE FAN

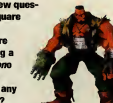
Have you noticed that in 16-bit sports games, especially EA games such as *Triple Play Gold* and *NBA Live 97*, there are actually fans in the stadiums, not just ugly slabs of pixels that are in today's 32-bit games? Although it's not that big of a deal, it would be nice to actually see animated, sprite based (OK, so polygonal would be nice, too) fans implemented into sports games again. *NHL '97* on the PlayStation had animated fans.

The only reason I say all this is because we are the ones who pay to help make sports what they are, and it would be nice to see some animated fans as part of more sports games these days, to help represent us, the fans.
Andrew Fichter
Gaithersburg MD

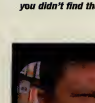
MIKE>>> *It's a good point, but the RAM constraints on the PlayStation and Saturn really make it a difficult task. I'd personally rather see the games look and play better, than worry about animating a fan.*

SEX SCENES?

I hope you wouldn't mind answering a few questions about Square and *FFVII*.
(1) Does Square plan on making a sequel to *Chrono Trigger* for the Playstation or any other systems?
(2) Is Square going to be releasing any other RPGs in the U.S. this year, preferably for the Playstation?
(3) I have been reading about some mature content in *FFVII*. What kind of mature content is there?
Paul Sewell
Waddell, AZ



FRANCESCA>>> *Let's get to*



So what's the big deal with all this hooplah over *Carnage Hearts*? As I understand it, you build this mechanized killing machine, program it and send it out to fight, right? Big deal. We were doing that years ago...

It was called Wide Walt's War Wagon and it was a thing of beauty. Actually, I think Walt called it Bombing Beauty or something dumb like that, but who's writing this thing anyway? The War Wagon was sturdily constructed from a furniture dolly, some old packing crates and one of those metal carts you see old people pulling their groceries home in. It was manned by a crew of three: the driver (Walt, of course), the navigator, otherwise know as the guy who would jump off at high speed for no apparent reason (Me, of course) and the gunner, who had the glorious job of throwing empty soda cans out the front of the Wagon. True, while an empty soda can flying out the front of a speeding War Wagon isn't especially deadly, it was all we had, OK? The gunner was my little sister, Tita, mainly because she was the only one small enough to squeeze into the cramped gunner's compartment in the nose of the WWWW. We strapped on our gear and headed out on the maiden attack run.

Our test hill was a narrow sidewalk that ran between two thorny hedges. The concrete had ridges in it that made it easier to walk up in rainy weather. They also made it easier for Wide Walt's War Wagon to self-destruct horribly... of course.

We started down the hill and were soon doing our max speed, Walt steering, me praying and Tita hurling tin cans. The ridges in the concrete setting up incredible vibrations that threatened to shake the WWWW apart. And then, they did...

Suddenly, there was a loud crack and the WWWW started to swerve back and forth. I stopped praying and bailed out. The WWII helmet and bright orange life preserver I was wearing saved me from drowning, but not from the tree I ran into. There was another sickening crack and the War Wagon broke into two pieces. The piece with Walt in it came to a sudden stop, slamming Walt's mouth into the wooden dash. The front of the War Wagon careened down the hill, spewing tin cans in its murderous wake. All Walt and I could do was bleed and look on in horror as Tita was dragged down the terribly textured sidewalk, screaming all the way. I guess it was somewhat merciful when the WWWW took a final lurching turn and slammed into the hedge o' Death. It took us fifteen minutes to dig Tita out of the wreckage. She couldn't sit down for a week and never volunteered for any more of Walt's crazy ideas. The hole the WWWW punched in the hedge still exists to this day.

So maybe *Carnage Heart* is a good thing after all. You can build and test weapons of mass destruction, and still be able to sit down for dinner. Walt and I couldn't, though. We got spanked...

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those questions: 1. There hasn't been any news or even any rumors from the Square front about any upcoming Chrono Trigger sequels. But like anything in this industry, it's not ruled out. 2. There's some good news available in this category, Paul. Final Fantasy Tactics is headed this way for the PlayStation, so that's something to wait around for. There has been no official word on whether the same fate awaits SaGa Frontier, though. Personally, I've got my fingers crossed for that one. 3. The Japanese version of FFVII was labeled as 'mature' because one of the puzzles in the game takes place in a... um... er.. house of professional women (and the men that work there make money too). As far as I know, Square is not planning on changing a single thing in the game, so you'll be able to judge the maturity level of it for yourself, come this September.

IT STARTS!

'Tis I, the Blue Jackass! An all powerful force is returning and all shall feel his wrath! The Blue Jackass Clan shall resurrect the Evil Antler God! Don't try to stop us! If you want to stop us, send 1 million in pennies to the Blue Jackass Clan. P.S. No Canadian pennies, please! The Blue Jackass, Blue Jackass Clan

BILL>>> *Feel... funny... What's... going on... Arrgh!*
evil antler god>>> *One is returning who has been here before! The oceans shall be made ready. All who have adorned their shrines shall suffer unspeakable torment, and all who follow the Musiparous One shall perish before my power just as he surely will! Puny mortals, you have all been warned... Fear me!*

OPEN A CAN...

Uh, Frank? Please whup my ass. And tell Roger he can't have any more of my stickers until he gives me my Hardy Boys books back. P.S. Bobo's back and he's irritating me by sleeping under my lava lamp.
Justin "Birdie" Wood
Trussville, AL

FRANK>>> *I am not allowed to whup anyone's ass any more, not since I stole Roger's Nancy Drew Mysteries books, thus forcing him to swipe your Hardy Boys books. Bill says I may have to deal with The Box. I have to go now, I can hear him... aaaaaagh!*

STAR WARS

Hey Billy, yeah, I know what you're up to. You're creating an army hypnotized by videogames. You have celebrities under your control, like Liz Taylor. She didn't have a tumor removed, you planted a Chicken Cookie in her brain. I think I'm gonna cry...
P.S. Where can I get more Chicken Cookies? I dropped all mine.
Some Guy
Westminister, MD

BILL>>> *Well, actually, Some, you've stumbled upon my 'backup' evil plan. Yes, I've got Liz, as well as Paul Lynde, Seigfried and Roy, Mr. T and Charlie Weaver all under my power. I'm building this really big box (all evil plans need a box), where all my Chicken Cookie-controlled celebs can sit and spew out mindless Hollywood babble, which will be televised to hapless millions! Heh, heh, heh...*



ASK THE BIG BOYS!

Do you have something to say about a particular game company? Say it to their face! Write up your question and send it to the usual address, c/o Ask The Industry.

JADED GAMER...

While the Jaded Gamer doesn't ride down steep hills in homemade death traps anymore, he still does wear his WWII helmet and orange life preserver just about everywhere he goes!

Who is this strange blue being and what strange events are foretold by his coming?

Hey gang, control your own army of has-been Hollywood stars with Chicken Cookie brand Brain Implants!

The real reason why Frank doesn't have any hair on the back of his head.

While most gamers are happy with *NBA Live*, Andrew wants animated fans. What a weirdo, huh, gang?

Paul wants to know all about the 'adult' scenes in *FFVII*. So do we!!!

GAME IDEAS!

SOUNDS GOOD!

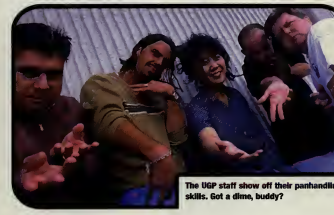
NOT AGAIN...

OBSESSION

IN A WORD, NOT

I am a faithful Saturn owner. Thank you for not being biased against the Saturn. I have a few questions to ask you:
1. Will there ever be a sequel to *Baku Baku Animals*?
2. I have heard rumors about a Saturn Jolt Pack. Are they true and, if so, when will it come out?
3. Will the games *Street Fighter 3, Street Fighter vs. X-Men, Darkstalkers Jedah's Damnation, Mortal Kombat Trilogy, Rampage World Tour, Last Bronx, or Nights 2* ever come out for Saturn?
Jussi
West Bloomfield, MI

AOGEA>>> ***Well Jussi (if that really is your name), I love the Sega Saturn and all, but lately I've been feeling that owning a Saturn is akin to having a first-class ticket on the Titanic. Still, if you must know...***
1. No definitive word on this one, but may I suggest* Baku Baku Dead Animals *as a possible title?
2. Yeah, I heard this rumor, too. The guy who told me the rumor also said that the Saturn was soundly going to surpass both Sony and Nintendo's installed base and third party developers were abandoning development on the N64 and PlayStation in order to focus on the Saturn. I bought some swamp land and the Brooklyn Bridge from the guy and that's the last time I saw him.
3. Well, finally some good news. All the games you list here (except* Rampage World Tour*) should actually make it for the Saturn either in late '97 or sometime in 1998.
So Jussi, keep the Saturn faith and by the way, would you be interested in buying my Atari Jaguar?



The UGP staff show off their panhandling skills. Got a dime, buddy?

FACE OFF!

What other hockey games are being developed besides *Wayne Gretzky Hockey 2*? In my opinion, Midway should be developing a 64DD add-on for the original *Wayne Gretzky* because I heard that it sold well and the only flaw was the lack of realism in the simulation mode. The example that Nintendo gave for a function of this add-on was to update a baseball game without making a sequel, so I feel this should be put to use with some sports game, as it seems easier than developing an entirely new game.
Jason Galea
Feura Bush, NY

MIKE>>> ***While it may be easier than developing a whole new game, companies won't make near as much money and that's what this industry is all about. Why would Midway release an inexpensive upgrade pack, when they could sell a whole new game to suckers like you and me?***

BIG DEAL

There is something that really pisses me off. I subscribed to your magazine in hopes of finding some good strategies for my SNES games. Instead, I get this bull$#*% about the new systems, while 16-bit systems are left behind. I think you guys should reserve a page or two every month for older systems.
Jon Lambert
Farmington, ME

FRANCESCA>>> ***We all understand your plight here, Jon, but you have to understand ours. Sure, we'd all love to go down to the local record shop and demand that we get the latest Michael***

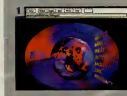
THE ONE SITE OF THE MONTH

Playstation anime http://alal.alal.com/~zefreddy/animepsx/game.html

This month's fan site provides a little relief for the import game enthusiast.

The Anime PlayStation site features indepth reviews, previews and screenshots-a-plenty of new and recent Japanese PS titles, giving import game buyers a little leverage when it comes down to whether to mail order a specific game or not. Updated frequently, the site does an excellent job of keeping on top of the huge influx of PlayStation games flooding the Japanese market every week. There are sections devoted to all the different video game genres, import title cheats, favorite links, and even editorials. If you want to keep current with what's hot in the PS videogame market overseas, stop by this site and give it good look.

1 The sites got just the right amount of visual fluff to attract your attention.
2 PlayStation Anime is continually updated to keep current.
3 The screenshots add a nice backup to the text.
4 The reviews and previews are fully comprehensive.









Jackson compilation (OK, so that's just Frank's choice) on vinyl, but there's this funny thing called 'technology.' It moves kind of fast and it usually takes your wallet for a ride as well. But you also get better quality with better technology. So, if this has answered your question at all... I'd love to include some old-school codes in the All Access section, but by this time next year, I'd be surprised if we'll still be including some of the 32-bit codes.

HE'S NUTS!

Bill, what is your medical problem? Every time open up *UGP*, I see your stupid face. You look like one of the kids of the retarded page of my yearbook. Will there be a *Cruisn' USA 2*?
P.S. Everybody agrees with me when I say you are crazy!
Kaptain Krusty
Jonston City, IL

BILL>>> *OK, gang, let's examine this letter and see if we can point out all the reasons why Kaptain Krusty (not his real name... I hope) is in need of psychiatric help! First, KK is looking forward to Cruisin' USA 2. If this isn't a sign of advanced necrosis of the frontal lobes (his brain is sick and it hurts...), then I don't know what is! Second, he expects us to believe that his yearbook has an entire page for 'retarded kids'. Yeah, like they're gonna give you a whole page for yourself, Krusty...*

SNOWED IN

I read your article about Mr. Joseph Lieberman. Now, I deeply respect the opinions of other people. I can even respect those whose opinions I don't share, but I always see people trying to defend violence and I think that is acceptable. What I refuse to accept are games like *Doom* that insult one religion by showing signs of hell and devilish thoughts. I like the gameplay, but I do not enjoy insults towards one's religion. That is something that ought to be banned from games. Leave the violence! It is better for kids to go shoot someone in a game rather than on the streets.
Juan Sanchez
Jamaica, NY

FRANK>>> *Point taken Juan, but I don't think the images in* Doom *are designed to insult Christianity, but to give you a 'bad guy' you can really dislike. Religion is a very touchy subject and it's tough to do anything these days without offending someone. Bill, for example, being the epitomy of evil, is always upset when devils and demons get blown up on screen. To each his own...*

BILL>>> *You know, Frank, I wondered why I was getting all the mail from those religious fanatics accusing me of being the Dark One, but now I think I understand. Hey, all you wackos, Frank's the guy you wanna write to! He's been using me as a cover for his crazy, foreign, Scottish demonic activities for years! Why, the heathen always has those infernal bagpipes under his arm. And thrifty? You don't know the half of it. I'm not evil... I'm merely, uh... crazy... or something... yeah, that's it...*

Don't worry, Juan. *Doom* isn't inherently evil. How Frank, on the other hand...

Is this mangled lizard a clue as to the Blue Jackasses' scheme? Is it tasty? Who knows?

Fran always has a Jacko song on her lips, especially when she plays that *City of the Lost Children* game...

Strangely enough, most hockey games involve ice. Coincidence? We think not!

Cruisin' USA is just more proof that the end is nigh...



SURFED ANY GODD WEB SITES LATELY?

Drop us an e-mail with the URL. If we feel that it goes above and beyond the call of duty, we'll feature the page in a future issue!

GAME IDEAS...

That's right, gang, the Game Ideas column is back! We're still trying to figure out what we can give to the winners, though. Hey, how about a nice 8 X 10 glossy autographed picture of Bill? And second prize could be two of the damn things...



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Shaken, Blown Up, Shot At... But not Stirred.



It's a deadly international mission where your only chance of survival will be your precision gun control, your razor-sharp aim and your impeccable sense of style. Good thing you're James Bond. In the new GoldenEye for N64, you've got a 360-degree range, 18 weapons and a license to kill. Hope your tux is pressed.

CHANGE THE SYSTEM.

NINTENDO 64

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sweat the details

NFL QUARTERBACK CLUB 98

"Quarterback Club has the best graphics of any console football game to date" *-Next Generation On-Line*

"This will be the game to watch this Fall" *-Computer and Net Player*

"If the final version comes close to the version we previewed, it's just possible they might create a video game football dynasty" *-VideoGameSpot*

"...It could very well end up being one of the best console football games ever released" *-EGM Players Guide*

NHL BREAKAWAY 98

"I've seen the future in hockey games. NHL Breakaway™ '98 should get a standing ovation from all of you" *-GameFan*

"This game's "total team management" system stands out from the crowd" *-GamePro*

"Anything you could possibly want is in this one" *-Computer and Net Player*

"Already among the best looking PlayStation games around" *-Ultra Game Players*

"This may be one of the best sports games of the year... a definite must in your sports game collection..." *-PSX Power*

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